

# Mythras



## IMPERATIVE

An Introductory Rule Set for Mythras and d100 Roleplaying



# Mythras

## IMPERATIVE

DEVELOPED AND WRITTEN BY  
Pete Nash, and Lawrence Whitaker

EDITING  
Lisa Tyler and Brian Pivik

DESIGN AND LAYOUT  
The Design Mechanism

ARTISTS  
David Benzal, Lee Smith, Chris Yarborough

SPECIAL THANKS  
John Hutchinson, Carol Johnson, Brian Pivik, Simon Bray, Bruce Mason,  
and all the members of, and contributors to, The Design Mechanism forums

FIND US AT  
*[www.thedesignmechanism.com](http://www.thedesignmechanism.com) and [www.MYTHRASfg.com](http://www.MYTHRASfg.com).*  
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# INTRODUCTION



**M**YTHRAS IMPERATIVE is a free to download, pared down version of the full MYTHRAS rules. We provide it so that Games Masters and potential players can give the core mechanics a go, without having to purchase the entire ruleset in advance. Whilst we pack in a lot of material into a few dozen pages, this is only a simplified overview of a far more comprehensive system - one which comes from a long tradition of roleplaying games based around using percentile dice (d100 or d%) to resolve most activities. MYTHRAS is the most recent incarnation of a long line of similar games, descended from the venerable, yet still very well regarded *RUNEQUEST* and *Basic Roleplaying*.

The core rules are straightforward and intuitive; usually, a player rolls d100 and aims to score equal to, or less than, a value (a skill or passion, for instance) on his or her character sheet that represents a certain chance of success. However, the game includes many rules that add greater depth, modify results or enhance the play experience. While most can be considered necessary for play, none are essential. Indeed, if you do not like a rule, find it confusing, or find it slows things down, feel free to ignore it completely!

As with any roleplaying game there will be ambiguities and questions raised: no set of rules will ever cover every eventuality perfectly and to everyone's satisfaction. However, where something is unaddressed, there should be something in this book that can, with a little tweaking and a little thought, address it. MYTHRAS is a very flexible, intuitive and forgiving game system. Use the game as you want to and need to. Do not be constrained or constrain yourself.

Part of systems's longevity has been its adaptability, and that adaptability always comes through what its players and referees bring to the table. This is your game: *Your MYTHRAS Will Vary*.

We very much hope that you enjoy this basic introduction to MYTHRAS. We have enjoyed making it for you.

## SIMPLIFICATION

Long term owners of MYTHRAS and its previous versions will note that in one or two places the Imperative rules have been simplified. This has been done so that a Games Master may more quickly introduce new players with a minimum of fuss. Elements of combat for instance are abridged to reduce tactical depth, and no magic has been provided to ensure that Imperative can be applied to multiple genres.

Use these Imperative rules with the free example adventures on our website, or knock up your own scenario. If your players like the basic game, then stepping up to the full rules is very, very easy!

## ROUNDING OF NUMBERS AND RESULTS

On some occasions you will be required to divide numbers - typically the rating in a skill (such as for determining a critical success, which is 1/10th of the skill's value). Whenever a division result creates a fraction, always round up to the whole number. So, for instance, 1/10th of 64% is 6.4; this is rounded up to 7.

### A NOTE ON ROLEPLAYING GAMES

MYTHRAS assumes that the reader is familiar with the concept of how roleplaying games work, the differences between the players, the Games Master (or referee), the use of characters and the use of polyhedral dice. If this is your first roleplaying game, we recommend that you take a look at <http://www.rpgamer.com/savingthrow/primer.html> which offers an excellent overview of the different participants in roleplaying games and how a typical roleplaying game session is structured.

PLAYER	CHARACTER
SPECIES	GENIPE
FRAME	CULTURE
HEIGHT	SOCIAL CLASS
WEIGHT	CAREER
	AGE

NOTES ABOUT BACKGROUND, COMMUNITY & FAMILY

CONTACTS, ALLIES & ENEMIES



CHARACTERISTICS		ATTRIBUTES	
Original	Max.	Current	Original
STRENGTH	<input type="text"/>	ACTION POINTS	<input type="text"/>
CONSTITUTION	<input type="text"/>	DAMAGE MODIFIER	<input type="text"/>
SIZE	<input type="text"/>	EXPERIENCE MODIFIER	<input type="text"/>
DEXTERITY	<input type="text"/>	HEALING RATE	<input type="text"/>
INTELLIGENCE	<input type="text"/>	INITIATIVE	<input type="text"/>
POWER	<input type="text"/>	LUCK POINTS	<input type="text"/>
CHARISMA	<input type="text"/>	MOVEMENT RATE	<input type="text"/>

MONEY & WEALTH

Income	Day	Week	Season	Year
Silver C.				

STANDARD SKILLS		PROFESSIONAL SKILLS	
basic %	<input type="checkbox"/>	basic %	<input type="checkbox"/>
Athletics	<input type="checkbox"/>	Acrobatics	<input type="checkbox"/>
Boating	<input type="checkbox"/>	Archery	<input type="checkbox"/>
Brawling	<input type="checkbox"/>	Blunt Weapons	<input type="checkbox"/>
Conceal	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Customs	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Dance	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Deceit	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Drive	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Endurance	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Evade	<input type="checkbox"/>	Charm	<input type="checkbox"/>
First Aid	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Influence	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Insight	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Local	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Perception	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Ride	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Sing	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Stealth	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Swim	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Unarmed	<input type="checkbox"/>	Charm	<input type="checkbox"/>
Whipower	<input type="checkbox"/>	Charm	<input type="checkbox"/>

MAGIC POINTS

0	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	21
22	23	24	25	26	27	28	29	30		

Used MP (active effects):

EXPERIENCE ROLLS

Skill	basic %	<input type="checkbox"/>
Folk Magic	<input type="checkbox"/>	
Binding	<input type="checkbox"/>	
Trance	<input type="checkbox"/>	
Meditation	<input type="checkbox"/>	
Mysticism	<input type="checkbox"/>	
Invocation	<input type="checkbox"/>	
Shaping	<input type="checkbox"/>	
Devotion	<input type="checkbox"/>	
Exhort	<input type="checkbox"/>	

PASSIONS

Passion	%

EQUIPMENT & ARMOUR

Equipment ENC  
 Armour ENC (Equipped = ENC/2)  
 TOTAL ENC:  
 Armour Penalty (0) = armour ENC/5

HIT LOCATIONS

Location	AP	Hit Points
19-20 Head	0	1 2 3 4 5 6 7 8 9 10
16-18 Left Arm	0	1 2 3 4 5 6 7 8 9 10
13-15 Right Arm	0	1 2 3 4 5 6 7 8 9 10
10-12 Chest	0	1 2 3 4 5 6 7 8 9 10
7-9 Abdomen	0	1 2 3 4 5 6 7 8 9 10
4-6 Left Leg	0	1 2 3 4 5 6 7 8 9 10
1-3 Right Leg	0	1 2 3 4 5 6 7 8 9 10

RESISTANCES

Brawn	STR + SIZ	<input type="checkbox"/>
Endurance	CON + POW	<input type="checkbox"/>
Evade	DEX + INT	<input type="checkbox"/>
Whipower	POW + CHA	<input type="checkbox"/>

FATIGUE

- Fresh
- Winded
- Tired
- Worned
- Exhausted
- Debilitated
- Incapacitated
- Semi-Conscious
- Comatose
- Dead

COMBAT STYLES

Style name	Weapons	Trait	%
Unarmed			

WEAPONS & SHIELDS

Melee weapons & shields	Damage	Size	Reach	Trails

MOVEMENT

Walk	Move
Runt (Move + Ath. %55 x 0.5 m) x3	0 m
Sprint (Move + Ath. %55 m) x5	0 m
Horizontal (Move + Ath. %50 m)	0.2 m
Vertical (Move + Ath. %50 m)	0.2 m
Rough or rugged surface	0.2 m
Sleep surface	0.2 m
Sheer surface	0.2 m
Climb (Move + Swim %50 m)	0.2 m

CUT INFORMATION

Ranks + Benefits + Restrictions + Gifts + Vets

Abilities

Spells + Esprits + Talents + Miracles

COMBAT EFFECTS

Combat Effects	AP	HP (Max./current)

RANGED WEAPONS

Damage	DM	Force	Load	Range	Combat Effects	Size	AP	HP (Max./current)

Furnished skill  Trained skill  Affected by Encumbrance (ENC)  Armour Penalty

Design and layout: Pelejo MDC

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# CHARACTERS



Every player in MYTHRAS controls a character. A character is the player's alter-ego, and is usually very different, physically and mentally, to the player. MYTHRAS characters can be from a variety of races, according to the setting for the game; a historical setting would feature just humans, whereas a fantasy setting could involve dwarfs, elves and even lizardmen!

The basic character is defined by a series of different elements that describe the character's capabilities. These elements are:

- ✧ Characteristics: such as Strength or Charisma
- ✧ Attributes: things like Height or Movement
- ✧ Skills: expertise in fundamental abilities

Most of these elements are described in terms of numbers, and some are dependent on or calculated by others. What each element means, and how they are determined, is described in the following sections.

Characters are usually recorded on a character sheet, which is a handy way of organizing all the information about the character. It is recommended that you first design your character using scratch paper, and then transfer the information to a character sheet once you have gone through each step of the process. Use a pencil and have an eraser handy; certain numbers such as skill values will change several times during the character creation process.

A generic character sheet is included on the previous page.

## CHARACTER CREATION STEPS

### 1. CHARACTER CONCEPT

- ✧ Decide on the kind of character to play. Keep it simple for now. More will come.

### 2. CHARACTERISTICS

- ✧ If playing a human, 3d6 for STR, CON, DEX, POW and CHA. 2d6+6 for INT and SIZ. Allocate results to fit the concept.
- ✧ Alternatively distribute 75 points amongst the characteristics. Minimum 3 (8 for INT and SIZ), maximum 18.

### 3. CALCULATE ATTRIBUTES

- ✧ Use the characteristics to determine Action Points, Damage Modifier, Experience Modifier, Healing Rate, Hit Points, Initiative, Luck Points, Movement.

### 4. STANDARD SKILLS

- ✧ Calculate the base value of Standard Skills by adding together the appropriate characteristics.

### 5. CULTURE

- ✧ Decide on a Cultural Background: Barbarian, Civilised, Nomadic or Primitive. Allocate 100 points amongst the listed Standard Skills, the chosen Professional Skills and the Combat Style (if any) for the chosen culture.

### 6. CAREER

- ✧ Choose a Career from those available to the setting. Distribute 100 points amongst the career's listed Standard Skills and whatever Professional Skills were chosen.

### 7. BONUS SKILL POINTS

- ✧ Assign a final 150 points between any Standard skill or those Professional skills gained as part of Culture or Career.

### 8. EQUIPMENT

- ✧ Determine Starting Equipment based on Culture and Career.

## CHARACTER CONCEPT

A good place to start is to have some idea of what sort of character you want to play; a hardened warrior for example, or a cunning thief. Your character concept does not need to be elaborate at this stage; simply an idea that will help guide certain choices such as race and profession. A few character ideas are listed to provoke your imagination.

- ❧ *Fierce barbarian hunter*
- ❧ *Young, naïve wizard*
- ❧ *Bad-tempered gemstone miner*
- ❧ *Amoral assassin*
- ❧ *Hotshot spaceship pilot*
- ❧ *Dinosaur wrangler*
- ❧ *Inquisitive archaeologist*
- ❧ *Unscrupulous mercenary*

## CHARACTERISTICS

Everyone is defined by seven characteristics which tell you something about your character; how strong or fast he or she is; how clever or healthy. Characteristics are at the core of every MYTHRAS character and form the basis for most of the other elements such as Attributes and Skills. The seven characteristics are:

- ❧ Strength (STR)
- ❧ Constitution (CON)
- ❧ Size (SIZ)
- ❧ Dexterity (DEX)
- ❧ Intelligence (INT)
- ❧ Power (POW)
- ❧ Charisma (CHA)

Before calculating the characteristics, the following section explains what each represents.

### STRENGTH (STR)

STR represents physical strength: how much one can lift, how hard one can hit, and so on. STR is a component of the Damage Modifier ([page 6](#)). If a character is reduced to zero STR he lacks the ability to move or lift objects.

### CONSTITUTION (CON)

CON is measure of health and hardness. CON is a component in determining Hit Points (see [page 6](#)) and Healing Rate (see [page 6](#)). If CON falls to zero for any reason the character dies.

### SIZE (SIZ)

SIZ measures mass, and helps indicate height and weight. SIZ is used to help figure Hit Points (see [page 6](#)), as larger, heavier creatures tend to have greater endurance against damage. SIZ can also be used to determine a character's Damage Modifier, since mass helps to increase the force of a blow.

### DEXTERITY (DEX)

Agility, balance and reflexes are measured by DEX. It is an important aspect of Action Points (see [page 6](#)) and Initiative (see [page 6](#)). If a character is reduced to zero DEX they suffer functional paralysis.

### INTELLIGENCE (INT)

INT is measurement of cognitive ability. Those with a lower INT score are not necessarily stupid, but they are likely to be constrained in how creatively they can employ their wits. INT is a factor in calculating Action Points and Initiative. If INT is reduced to zero the character becomes completely mindless.

### POWER (POW)

POW is a measurement of different things, depending on the setting. It can be, for example, a measure of a character's soul, spirit, inner drive or capacity for magic. POW governs a character's Magic Points (in a Fantasy or magical setting) and Luck Points ([see page 6](#)). If a character's POW ever drops to zero they lose all independent will.

### CHARISMA (CHA)

Charisma measures personality and is independent of physical appearance. CHA affects a character's Experience Modifier ([page 6](#)). If CHA ever falls to zero, the character can no longer socially interact with others, becoming so painfully shy or antisocial they are ignored or even driven away.

## CALCULATING CHARACTERISTICS

Each characteristic has a numerical value to determine how potent it is. Roll the indicated dice for STR, CON, SIZ, DEX, INT, POW and CHA taking each rolled score as it comes. Since the results of these rolls can be somewhat random, it is often better to decide on a character concept after the dice are rolled. Otherwise the final characteristics may preclude a preconceived role.

Roll 3d6 for STR, CON, DEX, POW and CHA; then 2d6+6 for SIZ and INT. Other species may use different dice.

Your Games Master may want to calculate characteristics differently. Alternate suggestions include:

- ❧ **Dice Roll, Assign:** As per normal generation, except the player may exchange values between Characteristics with the same dice range.
- ❧ **Dice Pool:** roll 19 six-sided dice and assign three rolls to each Characteristic, save SIZ and INT which only get two, but start with a base value of 6.
- ❧ **Points Build:** players assign Characteristic scores from a pre-determined pool of 75 points. Characteristics cannot be lower than the minimum rolled value, nor higher than the maximum.

Games Masters are free to come up with their own methods or point values as desired.

# ATTRIBUTES

Each character also has a set of attributes. These are particular capabilities derived from the characteristics, or determined by them that are used to govern certain factors of game play. The attributes are:

- ⌘ Action Points
- ⌘ Damage Modifier
- ⌘ Experience Modifier
- ⌘ Healing Rate
- ⌘ Hit Points
- ⌘ Initiative Bonus
- ⌘ Luck Points
- ⌘ Magic Points
- ⌘ Movement Rate

## ACTION POINTS

How often a character can act in a combat round ([page 17](#)) is determined by Action Points. For simplicity, the Imperative rules grant all characters with 2 Action Points (the full MYTHRAS rules can give characters a different number, depending on their DEX and INT).

## DAMAGE MODIFIER

The bonus amount of damage a character inflicts when physically striking or applying force. It is an extra die roll which is either added to, or subtracted from, the damage inflicted by a weapon or tool. If a negative damage modifier takes a weapon's damage to zero or below then no damage at all has been inflicted.

Add together STR and SIZ and consult the Damage Modifier table:

DAMAGE MODIFIER

STR + SIZ	Damage Modifier
5 or Less	-1D8
6-10	-1D6
11-15	-1D4
16-20	-1D2
21-25	+0
26-30	+1D2
31-35	+1D4
36-40	+1D6
41-45	+1D8
46-50	+1D10
51-60	+1D12
61-70	+2D6
71-80	+1d8+1d6
81-90	+2d8
91-100	+1d10+1d8
101-110	+2d10
111-120	+2d10+1d2
Each 10 points	Continue Progression

## EXPERIENCE MODIFIER

Over the course of play characters improve their skills and capabilities. This is achieved through the use of Experience Rolls which are explained in more detail on [page 18](#).

A character's CHA score may adjust the number of Experience Rolls the character has, reflecting the relationship he has with his peers and his reputation in his community.

EXPERIENCE MODIFIER

CHA	Exp. Modifier
6 or Less	-1
7-12	0
13-18	+1
Each 6 points	+1

## HEALING RATE

After receiving injuries, a character needs to recuperate. Healing Rate determines how quickly they naturally recover from wounds. Depending on the severity of the injury ([page 17](#)), the Healing Rate denotes how many Hit Points are recovered per day, week or month.

HEALING RATE

CON	Healing Rate
6 or Less	1
7-12	2
13-18	3
Each 6 points	+1

## HIT POINTS

Hit Points represent how much injury an area of the body can withstand before it becomes useless, possibly resulting in incapacitation and ultimately the character's death. The body of every creature is divided into separate locations – humans for example have seven; the head, chest, abdomen, arms and legs – each location with its own hit points.

To calculate the Hit Points of each location, add CON and SIZ together and cross-reference on the Hit Points table opposite.

## INITIATIVE BONUS

The moment at which someone reacts in combat is governed by initiative. Initiative Bonus acts as a modifier to initiative rolls; the higher the bonus, the faster one responds in a combat situation, determining when you can act. Further factors – armour for example – modify it. Initiative Bonus is the average of the DEX and INT characteristics.

## LUCK POINTS

Luck Points represent that strange force differentiating adventuring heroes from everyday folk. Call it fate, karma or simple good fortune. Luck Points can be used to:

- ⌘ Re-roll the dice, if they are unfavourable
- ⌘ Mitigate physical damage or other unfortunate circumstances
- ⌘ Gain an edge at a vital moment in combat

HIT POINTS PER LOCATION

Location	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	+5 pts
Leg	1	2	3	4	5	6	7	8	+1
Abdomen	2	3	4	5	6	7	8	9	+1
Chest	3	4	5	6	7	8	9	10	+1
Each Arm	1	1	2	3	4	5	6	7	+1
Head	1	2	3	4	5	6	7	8	+1

CON+SIZ

Exactly how they are used, and when, is described on [page 16](#). Once a Luck Point is spent, the pool decreases; when one is out of Luck Points, no more are available – unless the Games Master makes an impromptu award – until the next game session when they replenish to their normal value.

LUCK POINTS

POW	Luck Points
6 or Less	1
7-12	2
13-18	3
Each 6 points	+1

MAGIC POINTS

Magical settings rely on Magic Points. For those who can utilise such powers, a character’s Magic Points are equal to their POW. These points are used to cast spells or trigger superhuman powers, the cost of which is dependent on the type of magic used. When the caster runs out of Magic Points he has exhausted his ability to cast any spells until they are replenished.

In Science Fiction settings these points are called a different name, Psi Points or Prana for example.

MOVEMENT RATE

Every creature has a Movement Rate – a number of metres that can be travelled during a specific period of time. Movement is not calculated from Characteristics but is a default value which differs from race to race. The base Movement Rate for humans is 6 metres.

SKILLS

Skills fall into two classes. Everyone has *Standard* skills - things such as sneaking around or influencing others. *Professional* skills on the other hand, are those requiring specific training before they can be attempted - things such as tracking wild animals, piloting a spacecraft or understanding ancient languages.

Characters are given three pools of points to spend on acquiring skills; the first pool for the Culture they grew up in, the second for the Career they adopt after childhood, and the last to further round out their skill set. The size of the pools, available cultures and career details, are dictated by the setting. For example, a novice character assigns 100 points to the Culture skill pool, 100 to the Career skill pool, and a further 150 points for rounding out.

Each Culture and Career has a defined range of standard and professional skills to which those skill points may be assigned. Specific professional skills, like Pilot Starship are unlikely to be found in a fantasy world.

STANDARD SKILLS

Skill	Basic Percentage
Athletics	STR+DEX
Boating	STR+CON
Brawn	STR+SIZ
Conceal	DEX+POW
Customs	INTx2 + 40
Dance	DEX+CHA
Deceit	INT+CHA
Drive	DEX+POW
Endurance	CON x2
Evade	DEX x2
First Aid	INT+DEX
Influence	CHA x2
Insight	INT+POW
Locale	INT x2
Native Tongue	INT+CHA+40
Perception	INT+POW
Ride	DEX+POW
Sing	CHA+POW
Stealth	DEX+INT
Swim	STR+CON
Unarmed	STR+DEX
Willpower	POW x2
Combat Style	STR+DEX

STANDARD SKILLS

Standard skills cover a range of everyday activities and local knowledge which anyone can use without specialised training.

The basic score of each Standard skill is determined by the sum of two characteristics or a multiple of a single characteristic. The value represents the character’s innate competence in a given area, before any points from the skill points pool are assigned. The score represents the percentage chance of success for a skill; so, an Athletics score of 25 is expressed as 25%.

ATHLETICS (STR+DEX)

Athletics covers a range of physical activities, including climbing, jumping, throwing and running.

BOATING (STR+CON)

The Boating skill covers the operation of small floating craft on rivers, lakes and close inshore.



**BRAWN (STR+SIZ)**

Brawn is the efficient application of technique when using raw physical force. The skill covers lifting, breaking and contests of strength.

**CONCEAL (DEX+POW)**

Conceal is the counterpoint to Stealth, being the concealment of large objects rather than the character themselves.

**CUSTOMS (INT x2)**

Customs represents the character's knowledge of his own community; its social codes, rites, rituals, taboos and so on.

**DANCE (DEX+CHA)**

The Dance skill measures a character's ability to move rhythmically and accurately (to a reasonable degree) when called upon to do so. Just about every culture uses dance in some way – either as recreation or as part of important rituals.

**DRIVE (DEX+POW)**

Drive covers the control of wheeled or drawn vehicles, whether by one or more beasts of burden or more modern means. Drive rolls are needed when a character wants to do something out of the ordinary with a vehicle – traverse treacherous terrain, jump obstacles and so on.

**ENDURANCE (CON x2)**

Endurance is a character's capacity to endure physical stress, pain and fatigue. It is used in a number of ways, but most specifically to resist the possible effects of injuries, including harmful poisons and disease.

**EVADE (DEX x2)**

Evade is used to escape from observed, impending danger and can be used against ranged weapons (by diving for cover, for example), avoiding traps, changing the engagement distance in combat, and generally getting out of the way of a potential physical hazard.

**FIRST AID (DEX+INT)**

First Aid measures a character's ability to treat minor injuries and stabilise more severe ones. First Aid may be applied only once per specific injury and heals 1d3 points of damage.

**INFLUENCE (CHA x2)**

This is a measurement of a character's ability to persuade others, through personal charisma, into a desired way of behaving. It is used in a wide variety of situations; from changing someone's mind, through to bribing an official or guard.

**INSIGHT (INT+POW)**

Insight is the ability to read or intuitively define another's verbal and non-verbal behaviour (such as body language or the manner of speech) to establish their motives and state of mind. Insight can be used to determine if someone is telling a lie.

**LOCALE (INT x2)**

Locale measures a character's understanding of local flora, fauna, terrain and weather in the area where he has spent the majority of his life, usually within his community.

**NATIVE TONGUE (INT+CHA)**

Native Tongue is the ability to speak one's own language, the one learned whilst growing up in one's home culture. It measures articulation, eloquence and the depth of the speaker's vocabulary.

**PERCEPTION (INT+POW)**

Perception is used for both passive observation and focussed detection; whether hunting for something specific, a general scan of an area or simple awareness of their surroundings.

**RIDE (DEX+POW)**

Ride covers the ability to control and remain mounted on those creatures that are trained to be ridden. The skill can be applied to a diverse range of beasts, everything from mules to elephants; even flying or swimming creatures such as giant eagles or dolphins.

**SING (POW+CHA)**

Carrying a tune is covered by Sing, anything from monotonous chants through to complex arias. Singing is an inherent part of most cultures, a prime source of entertainment and perhaps used in its rituals.

**STEALTH (DEX+INT)**

Hiding out of plain sight, or moving with minimal sound are covered by the Stealth skill.

**SWIM (STR+CON)**

Swim covers your ability to stay afloat, even if it is only a doggy paddle or treading water.

**UNARMED (STR+DEX)**

Unarmed measures the ability to defend oneself without the aid of weapons.

**WILLPOWER (POW x2)**

Willpower is a measure of a character's ability to concentrate, channel his force of will in a particular direction, or harden his psyche to possible mental shock. It is also a measure of personal resolve.

**COMBAT STYLE (SPECIFIC CAREER OR CULTURAL STYLE) (STR+DEX)**

Each Combat Style is the skill to use the weapons expected of a career or culture in the setting. Most fighting traditions encompass training in multiple weapons, along with the techniques required to use them all effectively, whether singly or in combination. In addition they often assume a situational element, such as fighting as close order infantry or whilst mounted. Combat Styles can be very diverse, ranging from, for example, gladiatorial combat all the way to Space Marine Mobile Infantry.

**PROFESSIONAL SKILLS**

Professional Skills represent more specialised forms of training and experience. They can only be picked up during Character Creation as part of a character's native culture or their career. Once play starts, new skills can be learned by seeking out teachers.

**ACTING (CHA x2)**

Acting governs the art of being able to impersonate and convey a completely different character, whether in a staged performance or in a social situation.

**ACROBATICS (STR+DEX)**

Acrobatics covers acts of balance, gymnastics, juggling and tumbling. The skill can be used in its own right as a way to impress an audience, but also to help mitigate damage from falls. Acrobatics can be substituted for Evade if the situation warrants it.

**ART (POW+CHA)**

There are many specific art forms. Painting to Poetry; Literature to Sculpture. A character chooses an Art specialisation when taking this skill. Subsequent Art forms are advanced in separately.

**ASTROGATION (INT x2)**

Astrogation is equivalent to Navigation, save that it enables starship pilots to plot a course at stellar and interstellar distances.

**BUREAUCRACY (INT x2)**

Understanding administrative procedures, records and unspoken conventions are covered by the Bureaucracy skill. It is used to interact with officials or discover pertinent civic information.

**COMMERCE (INT+CHA)**

Commerce is used to evaluate the worth of goods and commodities and to trade them for the best possible price. It is also used to understand the intricacies of business transactions in addition to securing a profit.

**COMMS (INT x2)**

This skill grants the ability to use communications equipment to detect, conceal or block comms traffic. It also grants a chance of cracking encrypted messages (providing the user has access to a code-cracker).

**COMPUTERS (INT x2)**

Computers reflects the character's ability to solve complex problems or extract complex information, using computer systems – be it through programming code, detailed use of a particular piece of software, hacking, and even diagnosing/repairing software and hardware problems. General use of computers does not usually require a roll.

**COURTESY (INT+CHA)**

This skill covers understanding how to act appropriately in a social or formal situation: modes of address, rituals and conventions of behaviour and so forth. It includes everything from who to bow to and when, to how low; from when to use a particular title to when it is appropriate to act informally.

**CRAFT (DEX+INT)**

Each Craft is a specialised form and there are as many crafts as there are professions for them. Like Art, Craft is used to create the subject item. How long it takes depends entirely on the nature of the product: weaving a rug takes longer than throwing a pot, for instance, but time is not necessarily the most important factor: it is the skill of the crafter, the quality of the resources and attention to detail.

**CULTURE (INT x2)**

Culture is the more specific form of the Standard Skill of Customs, relating instead to societies foreign to the character's own. Each Culture skill must be given a particular nation or society to

which it applies. Mechanically it works in the same way as the Customs skill.

**DEMOLITIONS (INT+POW)**

This skill permits a character to safely handle and utilise explosive materials.

**DISGUISE (INT+CHA)**

Effecting a convincing disguise, using appropriate materials (costumes, cosmetics, wigs or hairpieces), is covered by the Disguise skill. Creating the disguise requires time and attention to detail, as well as access to the right materials to make it convincing.

**ELECTRONICS (DEX+INT)**

This skill allows the user to tinker with, bypass or repair electronic devices. It has many applications, most often to temporarily patch up damaged equipment or replace broken circuits with spares.

Designing and building new electronic devices is not covered by this skill and instead requires the Engineering skill.

**ENGINEERING (INT x2)**

The design and building of large-scale structures, from houses to bridges, gates to siege engines, is in the remit of the Engineering skill. Rolls are necessary when planning large scale projects to ensure correct construction, but are also made when an engineer wants to assess a structure's integrity for whatever reason (state of repair or weak spots, for example).

**FORGERY (DEX+INT)**

The Forgery skill permits the creation or falsification of official documentation.

**GAMBLING (INT+POW)**

The Gambling skill measures a character's competence in games of chance and especially where money is staked on the outcome. It is used to assess the odds of success or failure or spot when someone is cheating.

**HEALING (INT+POW)**

Healing (or Medicine in modern or futuristic settings) is the in-depth knowledge of medical procedures, based on cultural practices. In a primitive or barbarian culture, for instance, healing will be based on the knowledge of herbs and natural cures. In a civilised culture, drugs and more advanced treatments will be more common. In all cultures healing includes the ability to set bones, suture wounds and so forth.

**LANGUAGE (SPECIFIC LANGUAGE) (INT+CHA)**

This skill covers the speaking and comprehension of a language other than the character's own. The skill is treated as a static representation of overall fluency. 1-25% a few basic words, 26-50% simple sentences, 51-75% fluent for general conversation, 76+% able to converse eloquently. Its value is used by the Games Master to limit the level of spoken interaction when the players converse with personalities in the game.

**LITERACY (SPECIFIC LANGUAGE) (INT x2)**

Speaking a language fluently does not mean one can read and write it. Literacy is a specific skill and different societies display different levels and approaches towards it. In some, literacy is reserved

for the nobility, bureaucratic or religious classes. In others it is unknown with oral traditions prevailing instead. Modern or futuristic societies literacy is learned by default and does not require a separate skill.

### LOCKPICKING (DEX x2)

Lockpicking is the ability to open a mechanical locking system without the aid of a key or other device made specifically for the lock. It includes the techniques of levering open bolted or barred doors and windows without causing damage.

### LORE (INT x2)

Lore covers a specific body of knowledge which must be chosen when the skill is first learned. Astrology, Astronomy, Geography, History, Monsters, Mythology, Politics, Strategy and Tactics: these are all typical examples of Lore skills. Skill in a Lore means the character understands its fundamentals, how it can be applied to immediate challenges and problems, and can use the Lore to recall useful information.

### MECHANISMS (DEX+INT)

Mechanisms (or Mechanics in modern or futuristic settings) represents the knowledge and skill to assemble and disassemble mechanical devices, such as traps. The skill of Mechanisms generally involves the creation of delicate contraptions with small working parts, as opposed to Engineering, which deals with massive constructions. It is a distinct discipline from Lockpicking and cannot be interchanged with that skill.

### MUSICIANSHIP (DEX+CHA)

Musicianship covers the playing of musical instruments; from a simple reed pipe to a complex stringed instrument such as a harp. Each iteration of Musicianship is applied to a group of similar instruments. A musician who can play a reed pipe can also play a flute, panpipes or a recorder because the fundamentals are the same.

### NAVIGATION (INT+POW)

Whether using prominent landmarks, the stars or the varying taste of seawater, the ability to accurately direct travel is covered by the Navigation skill. Each Navigation skill covers a specific region or environment, such as Open Seas or Underground for example. It should be made during unusual journeys or when in completely unfamiliar territory.

### ORATORY (POW+CHA)

Oratory is the art of delivering a speech to large group of people with the aim of conveying or swaying a point of view. It is a skill frequently used by politicians to drive home a policy, but is also used by commanders to inspire troops and impose discipline on the battlefield. Wherever mass persuasion is needed, Oratory, rather than Influence, is used.

### PILOT (DEX+INT)

The Pilot skill permits the control of a specified class (such as gliders, prop-driven planes, jet engines, and so on) of flying vehicles.

### POLITICS (INT+CHA)

Characters possessing the Politics skill understand how to navigate and negotiate the corridors of government at local and national levels.

### RESEARCH (INT+POW)

Research uses various resources (such as a library, newspaper archive, computer network, and so on), to discover desired pieces of information.

### SCIENCE (INT x2)

There are dozens of scientific disciplines and the Science skill, which can be taken multiple times, is always associated with a discipline: Science (Biology) or Science (Chemistry), for example.

### SEAMANSHIP (INT+CON)

This skill is used in exactly the same way as Boating ([page 7](#)) but is instead applied to large waterborne vessels powered by oars, sails or other mechanical means. It also covers the maintenance and upkeep of a ship: assessing when repairs are needed, where it is safe to anchor, the dangers of violent weather, and so forth.

### SEDUCTION (INT+CHA)

Seduction is the romantic or sexual persuasion of another person, a skill very different to Influence. It uses explicit signals – verbal and non-verbal – to elicit a sexually positive response. It also takes a significant amount of time: successful Seduction may take hours, days or weeks to achieve depending on the morals of the target, who always has the opportunity to resist a Seduction attempt with Willpower.

### SENSORS (INT+POW)

This skill allows the accurate use and analysis of sensor devices from chemical sniffers up to military long range scanners.

### SLEIGHT (DEX+CHA)

Sleight covers attempts to palm or conceal small objects (legerdemain and prestidigitation) and includes attempts to pick pockets, cut purses or cause a visual distraction. Naturally it is an essential thieves' skill.

### STREETWISE (POW+CHA)

Streetwise represents knowledge of places and social contacts within a settlement. It covers everything from identifying potentially dangerous neighbourhoods, to finding local services – legal or illegal. How long a Streetwise attempt takes depends on what is sought. Finding a good inn will take less time than locating a fence for stolen goods or a fake trading permit.

### SURVIVAL (CON+POW)

This skill covers surviving in a rural or wilderness environment where the benefits of civilisation are absent: foraging, building a fire, finding shelter or a safe place to sleep. When properly equipped rolls are usually unnecessary since the character may be carrying a tent, food supplies and so on. Only when separated from their equipment or when environmental conditions turn bad does it become essential to utilise this skill. A roll is usually made once per day in such conditions.

### TEACH (INT+CHA)

Teach allows the user to pass on their knowledge and techniques in an easy to understand and constructive manner. Without this skill even the most capable of masters will suffer problems instructing others.

**TRACK (INT+CON)**

The Track skill is used for tracking any form of game or quarry. It uses signs of passing to remain on the quarry's trail, including footprints, bruised leaves, scattered pollen, displaced rocks and so on; small, tell-tale signs that are invisible to the non-skilled. Track rolls need to be made periodically, especially if conditions change abruptly (a rain shower, for example, will disturb certain signs). How often depends on how cunning the quarry has been.

**SELECT A CULTURE**

Culture determines the kind of society in which the character was raised, and so prescribes certain outlooks and philosophies he or she might have. More practically, culture helps augment the values of the various skills that shape your character's overall capabilities.

There are four basic human cultures: Barbarian, Civilised, Nomadic and Primitive. Each cultural background lists a range of Standard skills appropriate to it and invites the player to pick up to three of the presented Professional skills: in this way players from the same cultural background can ensure that their adventurers are different in the areas they have developed.

Distribute the Culture skill points amongst the career's listed Standard skills and whichever Professional skills were selected, increasing each skill by 1% for every point spent on improving it. Games Masters may wish to apply a cap to how many skill points can be applied to any particular skill.

**BARBARIAN**

Tribal in nature, barbarians tend to shun civilisation, viewing those who live in large towns and cities as weak and corrupt. Although their own settlements are also sedentary, they tend to be far smaller and closer to nature. Barbarian tribes occupy distinct territories, often half tamed wilderness, which they regard as their own for hunting, grazing and farming purposes. Most are adept in the use of weaponry as they must overcome many dangers throughout their lives – facing creatures of the wilds or mustering to defend their lands against rival tribes. Since they live in small communities the ties of kinship and clan are strong elements of their society.

**Standard Skills:** Athletics, Brawn, Endurance, First Aid, Locale, Perception; and

either Boating or Ride. In addition the player may also choose a cultural Combat Style.

**Professional Skills:** Craft (any), Healing, Lore (any), Musicianship, Navigate, Seamanship, Survival, Track.

**CIVILISED**

The Civilised culture is epitomised by a semblance of law and order, underpinned by complex social codes and supported by a bureaucracy. Civilised people believe themselves superior to all other cultures because their achievements tend towards permanence: sprawling cities, imposing temples, celebratory monuments, and the recording of history and events in books, tomes and scrolls. Of course, this is a thin veneer.

The most civilised of cities can be more lawless than any barbarian frontier settlement; and the social codes may be cruder than the hospitality rituals of nomads. But the Civilised culture prides itself on its achievements, its infrastructure, its professional artisans and its ability to easily extend its reach to wherever it wishes to go.

**Standard Skills:** Conceal, Deceit, Drive, Influence, Insight, Locale, Willpower. In addition the player may also choose a cultural Combat Style.

**Professional Skills:** Art (any), Commerce, Craft (any), Courtesy, Language (any), Lore (any), Musicianship, Streetwise.

**NOMADIC**

Nomadic people are constantly on the move, with no home and hearth to call their own. They may wander aimlessly about, or might have several camps they move to and from throughout the year. They raise few crops and instead follow the migrations of animals or fish, perhaps even herding their own domesticated beasts. Nomads are adept at subsisting on what they can quickly and easily scavenge from their surroundings, letting nothing go to waste. The skills of the nomad culture should be tailored to their environment. Some journey vast distances on foot, others live in caravans or ride strange creatures, and some drift across the oceans on great floating rafts.



**Standard Skills:** Endurance, First Aid, Locale, Perception, Stealth; and two of the following: Athletics, Boating, Swim, Drive or Ride depending on the primary mode of travel. In addition the player may also choose a cultural Combat Style.

**Professional Skills:** Craft (any), Culture (any), Language (any), Lore (any), Musicianship, Navigate, Survival, Track

**PRIMITIVE**

Of all peoples primitives are those that live closest with the land, in tune with its hidden secrets. Other cultures commonly dismiss them as little more than animals, yet they merely eschew the technology that so many others take for granted; relying instead on flint spears and arrows, and their skill for survival in the wild. Living in extended family groups, primitive cultures gather around very simple dwellings that can range from caves and areas of natural shelter through to lean-tos or very basic huts. Primitives are typically hunter-gatherers with either few, or poorly developed, systems for farming and husbandry. However, certain cultural beliefs, often based on superstitions, can be very well defined. Few primitive cultures have developed anything approaching a written language although paintings and other pictorial symbols serve as a means of communication.

**Standard Skills:** Brawn, Endurance, Evade, Locale, Perception, Stealth; and one of either Athletics, Boating or Swim. In addition the player may also choose a cultural Combat Style.

**Professional Skills:** Craft (any), Healing, Lore (any), Musicianship, Navigate, Survival, Track.

# SELECT A CAREER

Every MYTHRAS character starts the game having been trained in a career. The occupation he chooses may not necessarily be the one the character continues to follow as he begins his adventuring life, but it is the career he embarked on as part of the transition to adulthood and it further defines his skill development.

Each career presents a range of Standard skills appropriate to it and permits the player to pick up to three of the listed Professional skills. Distribute the Career Skill points amongst the career's listed Standard skills and whichever Professional skills were selected, increasing each skill by 1% for every point spent on improving it. As with cultures a Games Master may apply a cap to how many skill points can be applied to any particular skill.

# BONUS SKILL POINTS

As a final step, a last pool of skill points are assigned to round out the character. These may be applied to any Standard skill or those Professional skills gained as part of Culture or Career. Once again a Games Master may apply a cap to how many skill points can be applied to any particular skill.

## CAREERS

**AGENT**

*Agitator, Assassin, Detective, Informer, Spy...*

Standard Skills: Conceal, Deceit, Evade, Insight, Perception, Stealth; Combat Style (Specific Agent or Cultural Style)

Professional Skills: Culture (any), Disguise, Language (any), Sleight, Streetwise, Survival, Track

**BEAST HANDLER**

*Animal Breeder, Beast Tamer, Menagerie Keeper...*

Standard Skills: Drive, Endurance, First Aid, Influence, Locale, Ride, Willpower

Professional Skills: Craft (Animal Husbandry), Commerce, Healing (Specific Species), Lore (Specific Species), Survival, Teach (Specific Species), Track

**BOUNTY HUNTER**

*Bail enforcement agent, Bounty killer, Scalp hunter, Skip tracer...*

Standard Skills: Athletics, Endurance, Evade, Insight, Perception, Stealth; Combat Style (any)

Professional Skills: Bureaucracy, Commerce, Culture (any), Linguistics, Streetwise, Survival (any), Track

**COURTESAN**

*Concubine, Escort, Harem-girl, Hour, Paramour...*

Standard Skills: Customs, Dance, Deceit, Influence, Insight, Perception, Sing

Professional Skills: Art (any), Courtesy, Culture (any), Gambling, Language (any), Musicianship, Seduction

**CRAFTER**

*Artificer, Artisan...*

Standard Skills: Brawn, Drive, Influence, Insight, Locale, Perception, Willpower

Professional Skills: Art (any), Commerce, Craft (Primary), Craft (Secondary), Engineering, Mechanisms, Streetwise

**DETECTIVE**

*Gumshoe, Policeman, Private Eye, Private Investigator, Sleuth...*

Standard Skills: Customs, Evade, Influence, Insight, Perception, Stealth; Combat Style (Unarmed or Side Arms style)

Professional Skills: Bureaucracy, Culture (any), Disguise, Linguistics, Lore (any), Research, Sleight, Streetwise

**ENTERTAINER**

*Acrobat, Bard, Dancer, Player, Poet...*

Standard Skills: Athletics, Brawn, Dance, Deceit, Influence, Insight, Sing

Professional Skills: Acrobatics, Acting, Oratory, Musicianship, Seduction, Sleight, Streetwise

**FARMER**

*Gardener, Estate Owner, Forager, Harvester, Ploughman...*

Standard Skills: Athletics, Brawn, Drive, Endurance, Locale, Perception, Ride

Professional Skills: Commerce, Craft (any), Lore (Agriculture), Lore (Animal Husbandry), Navigation, Survival, Track

**FISHER**

*Beach Comber, Net Tender, Pearl Diver, Whaler...*

Standard Skills: Athletics, Boating, Endurance, Locale, Perception, Stealth, Swim

Professional Skills: Commerce, Craft (Any), Lore (Primary Catch), Lore (Secondary Catch), Navigation, Seamanship, Survival

**GAMBLER**

*Bookie, Cardsharp, Hustler...*

Standard Skills: Athletics, Brawn, Endurance, Locale, Perception, Willpower; and either Drive or Ride

Professional Skills: Acting, Bureaucracy, Commerce, Courtesy, Gambling, Research, Sleight, Streetwise

**HERDER**

*Breeder, Herdsman, Sacred Goose Tender, Wrangler...*

Standard Skills: Endurance, First Aid, Insight, Locale, Perception, Ride; Combat Style (Specific Herding or Cultural Style)

Professional Skills: Commerce, Craft (Animal Husbandry), Healing (Specific Species), Navigation, Musicianship, Survival, Track

# CAREERS CONTINUED...

## HUNTER

*Forester, Poacher, Scavenger, Stalker, Trapper...*

Standard Skills: Athletics, Endurance, Locale, Perception, Ride, Stealth; Combat Style (Specific Hunting or Cultural Style)

Professional Skills: Commerce, Craft (Hunting Related), Lore (Regional or Specific Species), Mechanisms, Navigation, Survival, Track

## JOURNALIST

*Commentator, Hack, Newshound, Pressman...*

Standard Skills: Customs, Deceit, Influence, Insight, Locale, Native Tongue, Perception

Professional Skills: Bureaucracy, Culture (any), Language (any), Lore (any), Oratory, Politics, Streetwise

## MECHANIC

*Engineer, Grease monkey...*

Standard Skills: Brawn, Culture, Drive, Endurance, Influence, Locale, Willpower

Professional Skills: Commerce, Craft (primary), Craft (secondary), Electronics, Gambling, Mechanisms, Streetwise

## MERCHANT

*Broker, Hawker, Money Lender, Smuggler, Trader...*

Standard Skills: Boating, Drive, Deceit, Insight, Influence, Locale, Ride

Professional Skills: Commerce, Courtesy, Culture (any), Language (any), Navigation, Seamanship, Streetwise

## MINER

*Prospector, Quarryman, Sapper, Well Digger...*

Standard Skills: Athletics, Brawn, Endurance, Locale, Perception, Sing, Willpower

Professional Skills: Commerce, Craft (Mining), Engineering, Lore (Minerals), Mechanisms, Navigation (Underground), Survival

## OFFICIAL

*Minister, Overseer, Steward, Tax Collector...*

Standard Skills: Customs, Deceit, Influence, Insight, Locale, Perception, Willpower

Professional Skills: Bureaucracy, Commerce, Courtesy, Language (any), Literacy, Lore (any), Oratory

## PHYSICIAN

*Doctor, Healer, Medicine Man, Torturer, Vivisectionist...*

Standard Skills: Dance, First Aid, Influence, Insight, Locale, Sing, Willpower

Professional Skills: Commerce, Craft (Specific Physiological Speciality), Healing, Language (any), Literacy (any), Lore (any), Streetwise

## PILOT

*Aeronaut, Astronaut, Barnstormer, Flyboy, Test Pilot...*

Standard Skills: Brawn, Drive, Endurance, Evade, Locale, Perception, Willpower

Professional Skills: Customs (any), Electronics, Mechanisms, Navigation, Pilot, Sensors, Streetwise

## POLITICIAN

*Civil Servant, Mandarin, Minister, Overseer, Steward...*

Standard Skills: Customs, Deceit, Influence, Insight, Locale, Native Tongue, Perception

Professional Skills: Bureaucracy, Courtesy, Culture (any), Language (any), Lore (any), Oratory, Politics

## PRIEST

*Arbiter, Cultist, Druid, Mendicant, Prophet...*

Standard Skills: Customs, Dance, Deceit, Influence, Insight, Locale, Willpower

Professional Skills: Bureaucracy, Courtesy, Customs, Literacy (any), Lore (any), Oratory, Politics

## SAILOR

*Captain, Galley Slave, Marine, Pirate, Raft man...*

Standard Skills: Athletics, Boating, Brawn, Endurance, Locale, Swim; Combat Style (Specific Sailor or Cultural Style)

Professional Skills: Craft (Specific Shipboard Speciality), Culture (any), Language (any), Lore (any), Navigate, Seamanship, Survival

## SCHOLAR

*Annalist, Librarian, Philosopher, Skald, Scribe...*

Standard Skills: Customs, Influence, Insight, Locale, Native Tongue, Perception, Willpower

Professional Skills: Culture (any), Language (any), Literacy (any), Lore (Primary), Lore (Secondary), Oratory, Teach

## SCIENTIST

*Archivist, Librarian, Philosopher...*

Standard Skills: Customs, Influence, Insight, Locale, Native Tongue, Perception, Willpower

Professional Skills: Culture (any), Engineering, Language (any), Oratory, Research, Science (any), Teach

## SCOUT

*Bounty Hunter, Explorer, Pioneer, Ranger, Wayfarer...*

Standard Skills: Athletics, Endurance, First Aid, Perception, Stealth, Swim; Combat Style (Specific Hunting or Cultural Style)

Professional Skills: Culture (any), Healing, Language (any), Lore (any), Navigation, Survival, Track

## SERVANT

*Aide, Butler, Chauffeur, House Maid, Governess, Major Domo, Manservant, Personal Assistant, Secretary...*

Standard Skills: Customs, Deceit, Drive, Influence, Insight, Locale, Perception

Professional Skills: Bureaucracy, Courtesy, Craft (service related), Culture (any), Language (any), Politics, Streetwise

## SMUGGLER

*Black Marketer, Bootlegger, Gun Runner...*

Standard Skills: Conceal, Customs, Deceit, Drive, Influence, Insight, Locale

Professional Skills: Bureaucracy, Commerce, Customs (any), Language (any), Navigation, Streetwise; and either Astrogation or Seamanship

## TECHNICIAN

*Electrician, Laboratory Assistant...*

Standard Skills: Brawn, Drive, Endurance, Influence, Locale, Perception, Willpower

Professional Skills: Comms, Craft (any), Electronics, Gambling, Mechanisms, Science (any), Sensors

## THIEF

*Burglar, Conman, Fence, Mugger, Tomb Robber...*

Standard Skills: Athletics, Deceit, Evade, Insight, Perception, Stealth; Combat Style (Specific Thief or Cultural Style)

Professional Skills: Acting, Commerce, Disguise, Lockpicking, Mechanisms, Sleight, Streetwise

## WARRIOR

*Bodyguard, Mercenary, Pit Fighter, Soldier...*

Standard Skills: Athletics, Brawn, Endurance, Evade, Unarmed; Combat Style (Military Style), Combat Style (Cultural Style)

Professional Skills: Craft (any), Engineering, Gambling, Lore (Military History), Lore (Strategy and Tactics), Oratory, Survival

# SELECT PASSIONS

Passions are used to assist players and Games Masters in deepening the nature of the character, introducing plot hooks based on a character's desire or prejudices, and helping the player to understand who his character is, what drives him, and so on.

A Passion can be for anything – a person, an organisation, an ideal, even an object. Passions are typically described by a verb such as: Desire, Despise, Destroy, Espouse, Fear, Flee, Foreswear, Hate, Love, Loyalty to, Protect, Repudiate, Respect, Seek, Subvert, Torment or Uphold.

Passions are measured in the same way as skills; they are rated between 1 and 100 (or higher). A Passion can be improved in the same way as a skill, or it can be increased or decreased by the referee depending on circumstances.

Beginning characters may start with up to three Passions, each based on two Characteristics, with a bonus of +40 to the first, +30 to the second and +20 to the third - the player deciding the order of importance. These can be tied to his culture, profession or personal foibles. For example, in a Sword & Sorcery campaign the character might take: Hate (Stygians), Distrust (Sorcerers), and Desire (Alcohol); whereas in a Dystopian Sci-Fi game the character might choose Loyalty (President), Destroy (Aliens) and Uphold (the Law) instead.

## PASSIONS TABLE

<i>Object of Passion</i>	<i>Base Characteristics</i>
A person or family	POW+CHA
An organisation or group	POW+INT
A race or species	POWx2
A place	POW+INT
An object or substance	POWx2
A concept or ideal	POW+INT

## USING PASSIONS

Passions are any deeply held commitment that has the capacity to influence events during play. Although they are viewed as stand-alone abilities (to call them skills is to do them a disservice), passions can be used thus:

- ⚡ To augment another skill, reflecting the depth of one's feeling and how it drives action. When used in this regard the Passion adds 1/5 of its value to a skill being used, as long as the augmentation is thematically and dramatically important.
- ⚡ As an ability in its own right to drive choices, desires and emotional actions and responses. When used in this way a standard roll is made against a Passion to determine how strongly the character thinks and feels about something. If a roll is a success then the character acts in-line with what the Passion would dictate. If the roll fails then the character can act freely without feeling constrained by the Passion's drives.
- ⚡ To oppose other Passions – even those held by the same character. This is typically used where two Passions would conflict. For instance a personal love might dictate a course of action that would be contrary to an oath or loyalty. Here use

an opposed roll between the two Passions with the more successful determining how the character acts.

- ⚡ As a general measure of depth of commitment, belief and loyalty to a cause. The higher the Passion's value, the more committed the character is. Characters with similar Passions can compare and contrast their ratings to determine who exhibits the deeper commitment.
- ⚡ To resist some form of psychological manipulation or magical domination. In certain cases where a character is being forced into performing an act contrary to his Passions, he may use substitute his Passion for the usual Willpower in the opposed roll.

## DEEPENING AND WANING

Passions can increase during a game independently of Experience Rolls, based on the strength of whatever occurred to trigger the increase. Also Passions can, and do, wane. A strongly held belief can be shaken by many things leading to that Passion being either reduced or, in more extreme circumstances, reversed completely.

For instance, a character with 'Trust Chieftain' might, if his chieftain acts treacherously, either reduce his Passion or turn into 'Distrust Chieftain' at the same percentage. The Games Master needs to determine if a Passion reduces or reverses. If it reduces then it does so according to the strength of the source of the change.

The Deepening and Waning table shows by how much the Passion changes.

## DEEPENING AND WANING

<i>Change</i>	<i>Score +/-</i>
Weak	1d10
Moderate	1d10+5
Strong	1d10+10

## EQUIPMENT

Now that the character is almost finished, he or she needs some gear. This can include weapons, armour, or other important paraphernalia used for a particular profession. In the course of adventure there are many chances to get more equipment, but each starting character has in his or her immediate possession the following:

- ⚡ A set of clothing appropriate to the character's profession and the setting.
- ⚡ An amount of pocket money; enough to last a little while without hardship.
- ⚡ A personal heirloom, keepsake, or some trinket of little relative value.
- ⚡ Any trade tools or transportable equipment suitable to the character's profession, if appropriate.
- ⚡ Any personal weapon for the character's Combat Style.
- ⚡ Other items as appropriate for the setting, and subject to the GM's approval.



# SKILLS



Part of the fun and drama of MYTHRAS comes in making a roll against a skill to see if success or failure is the outcome. It can be tempting to call for skill rolls for each and every challenge but there are some cases where rolls are not needed. However, when the action becomes dramatic or extraordinary, players and the Games Master should roll dice for the resolution. It is usually obvious when a skill roll is necessary, but if in doubt, consider the consequences of failure: are they crucial to the plot? Does the chance of failure heighten tension and make for an exciting possibility? Will a failure add fun to the game? If the answer is Yes to any of these, then have the character make a skill roll.

## How Do I SUCCEED?

The most important question in a roleplaying game is “Do I succeed or do I fail?” Next is “How well did I succeed or fail?” MYTHRAS provides an easy-to-understand system to measure these chances, using dice rolls to determine whether an action succeeds or fails. Some skills (especially combat skills) are inherently dramatic and dangerous, and always are rolled for.

Whenever a character is called upon to resolve some form of test, challenge or professional ability 1d100 is rolled and the result compared with the skill’s value:

- ✧ Equal to, or less than, the skill indicates a success. If the roll was equal or less than one tenth of the skill (rounded up) it is a critical success instead
- ✧ Greater than the skill’s value indicates a failure. If the roll was 99 or 00 (or only 00 if the skill exceeds 100%), then the result is a fumble

Criticals and Fumbles represent spectacular successes and failures; those cases where a character has either excelled in his attempt

or failed miserably and utterly. There are certain special cases concerning success and failure that should be noted.

- ✧ Any roll of 01-05 is always a success
- ✧ Any roll of 96-00 is always a failure, irrespective of how high the skill’s value

## MODIFYING SKILLS

There are some occasions where a skill roll is required but the chances of success need to be adjusted to reflect particular conditions. Fleeing bandits, for instance, might require an Athletics roll. A wide variety of conditions such as weather, equipment or distractions can affect the difficulty of the roll, using a series of grades to determine how it is modified. These are as follows:

Difficulty Grade	Skill Modifier
Automatic	No need to roll
Very Easy	Double the skill value
Easy	Add half again to the skill value
Standard	No adjustment.
Hard	Reduce the skill value by one third
Formidable	Reduce the skill value by half
Herculean	Reduce the skill value to one fifth
Hopeless	No attempt can be made

Where a character is already suffering a penalty from other circumstances the hardest difficulty grade takes precedence.

What sort of modification is required for any particular skill or context is ultimately up to the Games Master to decide; according to the capabilities of the characters, his perception of the difficulty of the situation and the dramatic tension at that particular moment.

The chances for rolling a critical success or fumble are likewise adjusted after the effect of a difficulty grade has been applied. For instance a character with Fly (Jet Plane) 65% would normally gain a critical success with an 07 or lower, but this would be reduced to 04 if suffering a difficult grade of Hard.



### SIMPLIFIED DIFFICULTY GRADES

Whilst difficulty grades are designed to scale with character skill, some Games Masters may find applying penalties results in the slowing down of their game. As an alternative the following option is provided:

#### SIMPLIFIED DIFFICULTY GRADE TABLE

Difficulty Grade	Skill Modifier
Very Easy	+40%
Easy	+20%
Standard	None
Hard	-20%
Formidable	-40%
Herculean	-80%

## REATTEMPTING SKILLS

In some situations a character will fail a skill attempt but be left in a situation where he could potentially try again. Example cases might be picking a lock or attempting to climb a sheer wall. Instead of simply denying any further attempts, kindly Games Masters may permit a follow-up, last-ditch attempt. However, the character will suffer some trepidation or lack of confidence which increases the difficulty of the skill roll by one grade.

If this second effort also ends in failure, the character is assumed to have given it his 'best shot' and cannot make any further attempts for the foreseeable future.

## OPPOSED ROLLS

Characters frequently find themselves pitting their skill against others. Examples of times where skills are matched against each other might be Stealth versus Perception when a thief attempts to cut a nobleman's purse; or Endurance versus the Potency of a Poison if the same thief is bitten by the snake within. These are known as Opposed Rolls and are used where a challenge will result in either win or lose, pass or fail.

An Opposed Roll is determined thus: both participants roll their respective skills. The winner is the one who gains the better level of success. If the participants score the same level of success (a standard success each, or a critical each), then the winner is the one who has the highest dice roll still within the success range of their skill.

If both participants fail in an Opposed Roll then either:

- ⚔ Describe the situation, leaving both sides hanging in dramatic tension, then re-roll the contest to establish a winner
- ⚔ Produce some explanation or circumstances that suit the mutual nature of the failure

### DIFFERENTIAL ROLL RESULTS

Result of Rolls	Antagonist Critical	Antagonist Success	Antagonist Failure	Antagonist Fumble
Protagonist Critical	No Benefit	Prot. wins 1 lvl of Success	Prot. wins 2 lvls of Success	Prot. wins 3 lvls of Success
Protagonist Success	Ant. wins 1 lvl of Success	No Benefit	Prot. wins 1 lvl of Success	Prot. wins 2 lvls of Success
Protagonist Failure	Ant. wins 2 lvls of Success	Ant. wins 1 lvl of Success	No Benefit	No Benefit
Protagonist Fumble	Ant. wins 3 lvls of Success	Ant. wins 2 lvls of Success	No Benefit	No Benefit

### OPPOSED ROLL EXAMPLES

Activity	Opposing Skill Examples
Bargaining/Haggling	Commerce vs Commerce, Influence vs Commerce
Chasing/Racing	Athletics vs Athletics, Athletics vs Endurance, Ride vs Ride
Deceiving	Deceit vs Insight, Sleight vs Perception
Getting out of the Way	Evade vs Athletics, Evade vs Mechanisms, Evade vs Ride
Hiding or Sneaking	Stealth vs Perception; Stealth vs Track
Pulling Rank	Influence vs Willpower, Deceit vs Willpower
Staying the Course	Endurance vs Endurance, Endurance vs Brawn
Swaying a Crowd	Oratory vs Willpower
Test of Strength	Brawn vs Brawn, Brawn vs Endurance
Test of Wills	Willpower vs Willpower, Seduction vs Willpower

## DIFFERENTIAL ROLLS

Differential rolls are similar to Opposed rolls except that instead of a simple win or lose result, the difference in levels of success are calculated. Primarily used for the resolution of combat (page 22), Differential Rolls can also be utilised in other situations where the Games Master wishes to increase the detailed results of a contest.

A Differential Roll is determined in the following manner: Both participants roll against their respective skills and suffer the results of their roll as if tested in isolation. There is no outright 'winner' per se, but whoever gained the higher *level of success* gains an advantage equal to the difference in the success levels between them (assuming one participant gains at least a standard success or better). If both participants score the same level of success (a standard success each, or a critical each), then there is no additional effect.

## OPPOSED SKILLS OVER 100%

If the highest skilled participant in an Opposed or Differential Roll has a skill in excess of 100%, that participant subtracts the difference between 100 and his skill value from the skill of everyone in the contest, including himself. This reduces the skill value of the opponents but leaves him retaining the advantage.

The identification of who has the highest skill must be calculated after any other modifiers for circumstances have been applied.

## LUCK POINTS

Luck Points (page 6) represent a character's ability to potentially turn failure into success and even cheat death. They are expended during play and, at the beginning of the next session, replenish to their usual value. Only one Luck Point can be used in support of a particular action. Each of the following options costs a single Luck Point.

## TWIST FATE

Characters can use a Luck Point to either re-roll any dice roll that affects them or swap the numbers already rolled, when rolling a d100 for example. This can be a skill roll, damage roll or anything else that has some effect.

## DESPERATE EFFORT

If a character has exhausted his Action Points during a fight and needs to find that last burst of desperate energy to perhaps avoid a messy demise, he may spend a Luck Point to gain an additional Action Point.

## MITIGATE DAMAGE

A character who suffers a Major Wound may spend a Luck Point to downgrade the injury to a Serious Wound. This reduces the damage taken to one Hit Point less than what would be required to inflict a Major Wound.

# GAME TIME

In MYTHRAS, time is an important factor, mostly to determine what happens in what order, so that game mechanics are applied when they should be. Remember that in-game time is usually not equivalent to time actually spent playing. Sometimes, the GM may need to summarize the events of many days in a single sentence, such as 'It takes you a week to reach Constantinople,' while at other times, particularly during combat, the actions of only a few seconds of time can take several minutes or longer to resolve.

Following are the important distinctions of game time:

## COMBAT ROUNDS

A Combat Round represents five seconds of real time. They are used to measure short, frenetic bursts of activity that take moments to complete or measuring very detailed activities that require a blow-by-blow resolution. For example, a chase between hunter and prey where each round determines the twists and turns of the pursuit.

## SKILL TIME

Local Time represents a few minutes to a few hours and is used to measure activities that do not require the detailed attention of a Combat Round, but require a specific concentration of effort with a definite end result. Picking a lock might take five minutes and this is a measure of Skill Time. Whereas observing the patrols made by teams of guards around a castle's walls might require several hours.

## NARRATIVE TIME

This is the amount of time taken when the GM is narrating to the players, or when the players are discussing. Unless there is a specific reason for it, most actual roleplaying takes place in narrative time. When roleplaying, narrative time resembles real time, where a conversation takes as long to have as it takes to play. If a game session includes lengthy travel, or periods of activity where exact time is not of the essence, then time is compressed greatly to a few moments of game time.

# INJURY AND HEALING

Characters in MYTHRAS inevitably suffer damage. There are three categories of injury which can be inflicted, namely Minor Wounds, Serious Wounds and Major Wounds.

## MINOR WOUND

Minor wounds are cuts, scratches, bruises and sprains. They hurt, may bleed, but are not significant enough to slow down or hamper the victim.

## SERIOUS WOUND

If a location is reduced to zero Hit Points or below, the victim receives a Serious Wound. The location is scarred and they cannot attack (but can still parry or evade) for their next 1d3 turns due to shock and pain.

A character suffering a Serious Wound must immediately make an opposed test of his Endurance versus the successful attack roll of his enemy. Failure results in a limb being rendered useless, or unconsciousness if the Abdomen, Chest or Head. This persists until the character is successfully treated with First Aid.

At the Games Master's discretion, even if the character remains functional, all tasks requiring use of that body location will suffer an ongoing penalty of one difficulty grade, until the injury is reduced to a Minor Wound.

## MAJOR WOUND

If a location is reduced to a negative score equal or greater than its starting Hit Points, the character receives a Major Wound. The character is immediately incapacitated, unable to continue fighting.

As with Serious Wounds a character who suffers a Major Wound must immediately make an opposed test of his Endurance versus the successful attack roll of his enemy. Failure results in a limb being severed, shattered or ripped off, or instant death if the Abdomen, Chest or Head. If the character survives but treatment is not started within a number of minutes equal to twice his Healing Rate, he still dies from blood loss and shock.

Major Wounds require some form of surgery (using the Healing skill) to heal, else the wounded location will be maimed.

## HEALING FROM WOUNDS

Natural healing from wounds and injuries is based on the character's Healing Rate. The Healing Rate dictates how many Hit Points are recovered depending on the injury's nature:

- ⌘ Minor Wounds: Days
- ⌘ Serious Wounds: Weeks
- ⌘ Major Wounds: Months

Thus a character with a Healing Rate of 3 who suffers a Serious Wound, will heal naturally at a rate of 3 Hit Points per week until his injury is downgraded to a Minor Wound, and then heal 3 Hit Points per day until fully recovered. The healing character cannot engage in strenuous activity: otherwise the Healing Rate is reduced by 1d3. Thus, a character recovering from even a Minor Wound could find his progress halted if he decides to engage any physical tasks that might exacerbate his injuries.

## PERMANENT INJURIES

Some Major Wounds inflict maiming injuries; for example horribly crushed and severed limbs, or the necrotic effects of venoms. The result of this damage permanently reduces the Hit Points on that location, forever weakening it. A location maimed in this way uses the diminished Hit Point value to calculate its new Serious and Major Wound thresholds.

For permanent injuries caused by accident or battle injury, roll a die of equivalent size to the original Hit Points of the location and permanently reduce the Hit Points by the amount rolled.

## FIRST AID ACTIONS

Injury	Successful Treatment
Asphyxiated	The victim begins breathing again.
Bleeding	The blood flow is staunched.
Impaled	The impaling item is removed without causing further damage to the victim.
Unconsciousness	As long as the unconsciousness is not the result of poisons or narcotics then the injured party is restored to awareness.
Minor Injury	Treatment restores 1d3 hit points to the injury.
Serious Injury	Treatment restores the location to partial functionality.
Major Injury	A successful First Aid roll on a location suffering from a Major Injury does not return any Hit Points, nor restore functionality; but it does stabilize the area and prevent immediate death resulting from the damage. Healing is required to treat Major Injuries.

# CHARACTER IMPROVEMENT

Every character has the opportunity to improve their skills with time. The mechanism for most character improvement is the Experience Roll. Games Masters dispense Experience Rolls at an appropriate juncture in the campaign: at the end of every successful scenario or storyline; or after perhaps two or three sessions of play if the story is a long one which will take time to complete. The frequency is at the Games Master's discretion. A high frequency of Experience Rolls will lead to the characters developing at a faster rate.

The number of Experience Rolls given in any one sitting should average between three and five, but it can be lower or higher depending on how long it has been since the last set of rolls and how well the characters performed or have been played.

It is recommended that all characters be given the same number of Experience Rolls, which helps maintain fairness and parity in character progression. The only exception to this guideline is where a character gains an additional roll (or suffers a reduction in rolls) for their Experience Modifier ([page 6](#)) in those situations where the character can put their influence to good use or suffer its consequences.

Any skill on the character sheet, Standard or Professional, can be increased by spending one Experience Roll.

- ⌘ The player rolls 1d100 and compares it to the skill being increased. The character's INT is added to the roll.
- ⌘ If the number rolled is equal to or greater than the skill being improved it increases by 1d4+1%.
- ⌘ If the number rolled is less than the skill selected, the skill still increases but only by 1%.
- ⌘ If a character fumbles any skill during play, the fumbled skill gains a free increase of 1%.





EXAMPLE COMBAT STYLE TRAITS

Trait	Description
Beast-back Lancer	Performing a mounted charge with this combat style does not incur the one step difficulty penalty to hit.
Blind Fighting	Allows user to ignore any penalties imposed due to poor lighting or temporary blinding
Daredevil	May use the Evade skill to blows in hand to hand combat without ending up prone
Defensive Minded	Increases the Size of your weapon when parrying by one step, provided no offensive action is taken that round
Formation Fighting	Permits an unflanked group of three or more warriors to draw into close formation, placing more open or disordered opponents at a disadvantage and reducing each foe's Action Points by one if they engage
Knockout Blow	When attacking with surprise treat any Stun Location as lasting minutes instead of turns
Mounted Combat	Allows character to ignore the skill cap placed upon combat rolls by the Ride skill
Ranged Marksman	When using a ranged weapon, shift a random Hit Location roll to an adjoining body location
Skirmishing	The style permits launching ranged attacks whilst walking or running
Throw Weapons	Any melee weapon in the style can also be thrown at no penalty to skill, but when used in this way a weapon's damage roll is halved.
Unarmed Prowess	Permits the user to treat his Unarmed blocks and parries as 'Medium' sized, enabling him to better defend himself from armed opponents.

INITIATIVE

Initiative determines participants' order of actions during the Combat Round. It is rolled at the start of a fight by each combatant rolling 1d10 and adding their Initiative Bonus (page 6).

Whoever gained the highest result acts first, followed by the second highest and so on. When two or more participants tie scores they act concurrently. Unless something occurs to change the situation, the values remain in play until it is forced to be re-rolled.

Characters who wear armour are hindered by its encumbrance. Every type of armour has an associated penalty which is applied to the Initiative of its wearer.

ACTIONS IN COMBAT

Once initiative has been determined, the participants have the potential to perform several Combat Actions during each Combat Round. All characters get 2 Action Points per round, but when they can act is limited to whether the action is proactive or reactive.

Proactive actions can only be attempted on the character's own Turn; that is to say, on his initiative. Proactive actions are those in which the character is the instigator, such as making an attack with a weapon.

Reactive actions are those taken by a character to counter or resist an act made against them. Only one reaction attempt is permitted for each threat, an example would be trying to parry an attack.

Unusual Action Points do not carry over from one round to the next.

COMBAT ACTIONS

Combat Actions are those acts which can be performed during battle. Drawing a weapon, casting a spell, or diving clear from an attack are all examples of Combat Actions. Most are concerned with elements of combat itself, but some relate to activities outside the to and fro of spells and weapons.

As previously mentioned, how often a character can act per round is limited by their available Action Points. These are spent over the course of each Combat Round to perform various Combat Actions. Once a combatant's Action Points are expended, they may no longer act for the remainder of that round and must wait until their points reset at the beginning of the next.

Unless otherwise specified any Combat Action (save for 'free' actions) costs one Action Point. Thus combatants need to carefully consider how and when they use their points. They may act as aggressively or defensively as they wish, dynamically reacting to the evolving circumstance of the combat.

PROACTIVE ACTIONS

The following are activities a character can attempt on his Turn by spending an Action Point. Note that some actions such as spell casting or reloading may take several turns to complete; each turn costing its own Action Point.

**Attack:** The character can attempt to strike with a hand-to-hand weapon or use a ranged weapon.

**Dither:** The default option unless another action is chosen, the character simply wastes his turn doing nothing useful.

**Mount:** The character can mount or dismount a riding beast or vehicle. Particularly large mounts may require several turns to complete.

**Move:** Provided he is not engaged with an opponent, the character can move any distance the Games Master deems suitable for the situation.

**Outmanoeuvre:** The character can engage multiple opponents in a group opposed roll of Evade skills. Those who fail to beat his roll cannot attack him that Combat Round. See the section on Outmanoeuvring on page 25.

**Ready Weapon:** The character may draw, sheath, withdraw or reload a weapon. Retrieving a nearby dropped weapon requires two turns: one to move and reach down for the weapon and a second to return to a readied stance. Some missile weapons require several turns to reload.

**Regain Footing:** If unengaged with an opponent, the character can automatically regain his footing from being tripped or knocked down. If engaged, the character must win an opposed test of Brawn or Athletics with the opponent before standing.

**Struggle:** If the character is the victim of a certain types of attack or Special Effect, he may attempt to extract himself from the situation. For example breaking free from a Grapple or Pin Weapon.

**Use Power:** The character can attempt to cast a spell, use a super power or some other supernatural effect. Complex powers may require several turns in order to complete.

## REACTIVE ACTIONS

This list specifies reactions which can be used at any time during the Combat Round as a response to an imminent threat. As in the previous list, a reaction costs an Action Point to perform.

**Evade:** The character can use their Evade skill in an attempt to dive clear of threats such as incoming missiles or a charging attack. This leaves the character prone, unless mitigated by some special circumstance. Thus the character's next turn is usually spent taking the Regain Footing action to stand again. See Evading on [page 25](#).

**Parry:** The character can attempt to defend against an incoming attack using a combination of parrying, leaning, ducking and side-stepping footwork to minimise the blow.

## FREE ACTIONS

Free actions can be performed at any time during the Combat Round and cost no Action Points to perform.

**Drop Weapon:** Dropping a weapon is a Free Action.

**Signal:** If unengaged, gesturing or signalling to one or more participants (as long as they can perceive the sign) is a Free Action.

**Speak:** A character can speak at any time during combat, but what is said should be limited to short phrases which can be uttered in five seconds or less; for example 'Look out behind you!' or 'Damn you to hell!'

**Use Luck Point:** Using a Luck Point – to re-roll a particular result for example – is a Free Action.

**Ward Location:** The character guards a particular Hit Location from being hit by dedicating one of his weapons to passively block the area. Any blow which lands on that location has its damage automatically downgraded as per normal for a parrying weapon of its Size. The cover continues until the dedicated weapon is used to attack or actively parry. Establishing or changing the Hit Location covered must be performed prior to an opponent rolling to attack the character. Due to their design, shields can cover multiple areas. For further explanation see Passive Blocking, [page 25](#).

# HOW COMBAT WORKS

Fighting in MYTHRAS is resolved with each attack or parry representing a single stab, swing, cast or shot of a weapon. Any offensive action is permitted the chance to be resisted by a reaction. Thus even if a character manages to strike an opponent, the foe is permitted its own roll to see if it can parry the blow before it lands. The same philosophy is used whether the attacks are missile weapons against targets diving for cover, or trying to break free from the iron grasp of a giant octopus.

# ATTACKS AND PARRIES

Close combat is handled in the following step by step manner:

1. On his turn the attacker spends an Action Point, rolls against his Combat Style and notes the result.
2. If desired, the defender spends an Action Point, rolls against his Combat Style and notes the result.
3. The success level of the results are compared as per a Differential Roll ([page 16](#)).
4. Any difference grants the successful combatant with the superior roll one or more Special Effects.
5. If the attacker achieved a success or critical, he may roll weapon damage and apply their Damage Modifier (if any). If applicable, a Hit Location is determined for the blow.
6. If the defender achieved a success or critical, reduce any damage inflicted according to the comparative sizes of the weapons involved.
7. Reduce any remaining damage by the Armour Points of natural or worn protection.

Note that any Special Effects generated by the exchange are independent of whether or not damage is inflicted. It is quite possible for a defender to gain the higher success level, yet still suffer injury.

## WEAPON SIZE

Every weapon in MYTHRAS possesses a number of different attributes from the damage it deals to how many hands are required to wield it. Size is a combination of a weapon's mass, leverage and stability, and is used to determine the weapon's ability to impose and parry damage.

Size categories are **Small**, **Medium**, **Large**, **Huge**, and **Enormous**. The unarmed attacks of creatures are assigned similar categories according to their physical characteristics.

## DAMAGE REDUCTION

If a defender succeeds in parrying, then he can reduce an attacker's damage, if any, according to the comparative Size of the weapons used.

- ✂ Parrying an attack with a weapon or shield of *equal or greater* Size deflects *all* damage
- ✂ Parrying with a weapon or shield of *one Size less* only deflects *half* damage
- ✂ Parrying with a weapon or shield *two or more Sizes less* fails to deflect *any* damage

For example, parrying a great axe (Huge) with a **hoplite** shield (also Huge) would block all damage; parrying it with a Longsword (Large) would halve the damage, and parrying it with a shortsword (Medium) would stop no damage at all.

## ARMOUR

Any damage which penetrates the defender's parry, is further reduced by the Armour Points of any natural protection (such as scales or a shell) or worn armour they possess. If the defender has both, then the two stack together to reduce damage.

## EXAMPLE SPECIAL EFFECTS TABLE

<i>Special Effect</i>	<i>Offensive</i>	<i>Defensive</i>	<i>Specific Weapon Type</i>	<i>Specific Roll</i>	<i>Stackable</i>
<b>Accidental Injury</b>		X		Attacker Fumbles	
<b>Arise</b>		X			
<b>Bash</b>	X		Shields or Bludgeoning		
<b>Bleed</b>	X		Cutting Weapons		
<b>Blind Opponent</b>		X		Defender Criticals	
<b>Bypass Armour</b>	X			Attacker Criticals	X
<b>Choose Location</b>	X			See Description	
<b>Circumvent Parry</b>	X			Attacker Criticals	
<b>Damage Weapon</b>	X	X			
<b>Disarm Opponent</b>	X	X			
<b>Drop Fo</b>	X		Firearms Only		
<b>Enhance Parry</b>		X		Defender Criticals	
<b>Entangle</b>	X	X	Entangling Weapons		
<b>Force Failure</b>	X	X		Opponent Fumbles	
<b>Grip</b>	X		Unarmed		
<b>Impale</b>	X		Impaling Weapons		
<b>Marksman</b>	X		Ranged Weapons Only		
<b>Maximise Damage</b>	X			Attacker Criticals	X
<b>Pin Down</b>	X		Ranged Weapons Only		
<b>Prepare Counter</b>		X			X
<b>Rapid Reload</b>	X				X
<b>Scar Fo</b>	X	X	Bladed Weapons Only		
<b>Select Target</b>		X		Attacker Fumbles	
<b>Slip Free</b>		X		Defender Criticals	
<b>Stun Location</b>	X		Bludgeoning Weapons		
<b>Sunder</b>	X		Two Handed Weapons		
<b>Trip Opponent</b>	X	X			
<b>Withdraw</b>		X			

Due to its mass and restriction to movement, the highest Armour Point value of armour *worn* by a character acts as a penalty to their Initiative.

## PARRYING A MISSED ATTACK

If the attacker misses his initial attack roll, the defender has the option of whether or not to spend an Action Point to parry. Although it may seem disingenuous to parry an attack which will miss anyway, a skilled defender can use this to his advantage to gain one or more Special Effects, potentially weakening or incapacitating a foe and preserving their next turn for some other action.

## UNABLE OR UNWILLING TO PARRY

In a situation where a defender is unable to parry due to having no Action Points remaining, or, confident in his ability to weather the blow, elects not to parry, he is treated as having automatically rolled a failure. This has the consequence of granting a successful attacker one or more Special Effects.

## UNSUCCESSFUL ROLLS AND FUMBLES

If both combatants fail their rolls, or the defender decides not to take advantage of a missed attack, then the attack-parry sequence ends and combat continues on to the participant with the next highest Initiative.

## SPECIAL EFFECTS

Fighting is far more than simply injuring or killing an opponent. Combative arts teach many methods of *defeating* a foe, perhaps rendering them helpless or forcing them into situations where they must capitulate, without necessarily needing to actually cause them harm. Special Effects represent these techniques and control how they occur in play.

When opponents engage in a Differential Roll of their respective fighting skills, any resulting difference in success levels indicates an opportunity for Special Effects to occur. This reflects one combatant manoeuvring his opponent into a disadvantageous situation which can be exploited using a cunning trick or tactic.

The number of Special Effects received depends on the difference between the levels of success, as illustrated on the Differential Levels of Success table (see [page 16](#)).

If any Special Effects are won during an exchange, they must be selected before Damage and Hit Location, if any, are rolled. In cases where the recipient is badly wounded in addition to receiving a Special Effect, Endurance rolls are resolved after the application of the effect.

Special Effects cover a diverse range of situations and techniques. Some are designed specifically for attacks, whilst others are intended for defence and a few are adaptable for either circumstance. Certain Special Effects can also be limited to particular weapon types or specific dice rolls, requiring a Critical or Fumble result on their skill check for instance.

When two or more Special Effects are gained, the combatant may freely mix and match which ones are selected, providing he meets the prerequisite conditions for each one. Some effects can be stacked. For example, an attacker who rolls a critical success and wins two Special Effects could choose Maximise Damage twice rather than choosing two separate offensive manoeuvres.

## SPECIAL EFFECT DESCRIPTIONS

The following Special Effects are a subset of those available in the full MYTHRAS rules:

**Accidental Injury:** The defender deflects or twists an opponent's attack in such a way that he fumbles, injuring himself. The attacker must roll damage against himself in a random hit location using the weapon used to strike. If unarmed he tears or breaks something internal, the damage roll ignoring any armour.

**Arise:** Allows the defender to use a momentary opening to roll back up to their feet.

**Bash:** The attacker deliberately bashes the opponent off balance. How far the defender totters back or sideward depends on the weapon being used. Shields knock an opponent back one metre per for every two points of damage rolled (prior to any subtractions due to armour, parries, and so forth), whereas bludgeoning weapons knock back one metre per for every three points. Bashing works only on creatures up to twice the attacker's SIZ. If the recipient is forced backwards into an obstacle, then they must make a Hard Athletics or Acrobatics skill roll to avoid falling or tripping over.

**Bleed:** The attacker can attempt to cut open a major blood vessel. If the blow overcomes Armour Points and injures the target, the defender must make an opposed roll of Endurance against the original attack roll. If the defender fails, then they begin to bleed profusely. At the start of each Combat Round the recipient loses one level of Fatigue, until they collapse and possibly die. Bleeding wounds can be staunched by passing a First Aid skill roll, but the recipient can no longer perform any strenuous or violent action without re-opening the wound. See Blood Loss, [page 29](#).

**Blind Opponent:** On a critical the defender briefly blinds his opponent by throwing sand, reflecting sunlight off his shield, or some other tactic which briefly interferes with the attacker's vision. The attacker must make an opposed roll of his Evade skill (or Weapon style if using a shield) against the defender's original parry roll. If the attacker fails he suffers a situational modifier of Hard or Formidable for the next 1d3 turns, depending on the method of blinding.

**Bypass Armour:** On a critical the attacker finds a gap in the defender's natural or worn armour. If the defender is wearing armour above natural protection, then the attacker must decide which of the two is bypassed. This effect can be stacked to bypass both. For the purposes of this effect, physical protection gained from magic is considered as being worn armour.

**Choose Location:** When using hand-to-hand melee weapons the attacker may freely select the location where the blow lands, as long as that location is normally within reach. If using ranged weapons Choose Location is a Critical Success only, unless the target is within close range and is either stationary or unaware of the attacker.

**Circumvent Parry:** On a critical the attacker may completely bypass an otherwise successful parry.

**Damage Weapon:** Permits the character to damage his opponent's weapon as part of an attack or parry. If attacking, the character aims specifically at the defender's parrying weapon and applies his damage roll to it, rather than the wielder. The targeted weapon uses its own Armour Points for resisting the damage. If reduced to zero Hit Points the weapon breaks.

**Disarm Opponent:** The character knocks, yanks or twists the opponent's weapon out of his hand. The opponent must make an opposed roll of his Combat Style against the character's original roll. If the recipient of the disarm loses, his weapon is flung a distance equal to the roll of the disarmer's Damage Modifier in metres; or, if the character has a free hand, he may seize the weapon from the opponent. If there is no Damage Modifier then the weapon drops at the disarmed person's feet. The comparative size of the weapons affects the roll. Each step that the disarming character's weapon is larger increases the difficulty of the opponent's roll by one grade. Conversely each step the disarming character's weapon is smaller, makes the difficulty one grade easier. Disarming works only on creatures of up to twice the attacker's STR.

**Drop Foe:** Assuming the target suffers at least a minor wound from the shot, they are forced to make an Opposed Test of their Endurance against the attacker's hit roll. Failure indicates that the target succumbs to shock and pain, becoming incapacitated and unable to continue fighting. Recovery from incapacitation can be performed with a successful First Aid check or using some form of technological or narcotic booster if such exists in the campaign. Otherwise the temporary incapacitation lasts for a period equal to one hour divided by the Healing Rate of the target.

**Enhance Parry:** On a critical the defender manages to deflect the entire force of an attack, no matter the Size of his weapon.

**Entangle:** Allows a character wielding an entangling weapon, such as a whip or net, to immobilise the location struck. An entangled arm cannot use whatever it is holding; a snared leg prevents the target from moving; whilst an enmeshed head, chest or abdomen makes all skill rolls one grade harder. On his following turn the wielder may spend an Action Point to make an automatic Trip Opponent attempt. An entangled victim can attempt to free himself on his turn by either attempting an opposed roll using Brawn to yank free, or win a Special Effect and select Damage Weapon, Disarm Opponent or Slip Free.

**Force Failure:** Used when an opponent fumbles, the character can combine Force Failure with any other Special Effect which requires an opposed roll to work. Force Failure causes the opponent to fail his resistance roll by default – thereby automatically be disarmed, tripped, etc.

**Grip:** Provided the opponent is within the attacker's Unarmed Combat reach, he may use an empty hand (or similar limb capable of gripping) to hold onto the opponent, preventing them from being able to disengage from combat. The opponent may attempt to break free on his turn, requiring an opposed roll of either Brawn or Unarmed against whichever of the two skills the gripper prefers.

**Impale:** Roll weapon damage twice, with the attacker choosing which of the two results to use for the attack. If armour is penetrated and causes a wound, then assuming it is a melee weapon, the attacker has the option of leaving the weapon in the wound, or yanking it free on their next turn. Leaving the weapon in the wound inflicts a difficulty grade on the victim's future skill attempts. The severity of the penalty depends on the size of both the creature and the weapon impaling it, as listed on the Impale Effects Table above. For simplicity's sake, further impalements with the same sized weapon



IMPALE EFFECTS TABLE

Creature SIZ	Small Weapons	Medium Weapons	Large Weapons	Huge Weapons	Enormous Weapons
1-10	Formidable	Herculean	Hopeless	Hopeless	Hopeless
11-20	Hard	Formidable	Herculean	Hopeless	Hopeless
21-30	No Effect	Hard	Formidable	Herculean	Hopeless
31-40	No Effect	No Effect	Hard	Formidable	Herculean
41-50	No Effect	No Effect	No Effect	Hard	Formidable
Each +10	Follow table progression				

inflict no additional penalties. To withdraw an impaled weapon during melee requires use of the Ready Weapon combat action. The wielder must pass an unopposed Brawn roll (or win an opposed Brawn roll if the opponent resists). Success pulls the weapon free, causing further injury to the same location equal to half the normal damage roll for that weapon, but without any damage modifier. Failure implies that the weapon remained stuck in the wound with no further effect, although the wielder may try again on their next turn. Specifically barbed weapons (such as harpoons) inflict normal damage. Armour does not reduce withdrawal damage. Whilst it remains impaled, the attacker cannot use his impaling weapon for parrying.

**Marksman:** Permits the shooter to move the Hit Location struck by his shot by one step, to an immediately adjoining body area. Physiology has an effect on what can be re-targeted and common sense should be applied. Thus using this special effect on a humanoid would permit an attacker who rolled a leg shot, to move it up to the abdomen instead. Conversely shooting a griffin in the chest would permit selection of the forelegs, wings or head.

**Maximise Damage:** On a critical the character may substitute one of his weapon's damage dice for its full value. For example a Hatchet which normally does 1d6 damage would instead be treated as a 6, whereas a great club with 2d6 damage would instead inflict 1d6+6 damage. This special effect may be stacked. Although it can also be used for natural weapons, Maximise Damage does not affect the Damage Modifier of the attacker, which must be rolled normally.

**Pin Down:** Similar to Press Advantage, this special effect forces the target to make an Opposed Test of their Willpower against the attacker's hit roll. Failure means that the target hunkers down behind whatever cover is available and cannot return fire on their next Turn. Note that Pin Down works even if no actual damage is inflicted on the target (perhaps due to a successful evasion or shots striking their cover instead), as it relies on the intimidation effect of gunfire passing very close by.

Although a pinned victim is unable to fire back for the requisite time, they can perform other actions provided they don't expose themselves to fire in the process, such as crawling away to new cover, communicating with others, reloading a weapon and so on.

**Prepare Counter:** The defender reads the patterns of his foe and prepares a counter against a specific Special Effect (which should be noted down in secret). If his opponent attempts to inflict the chosen Special Effect upon him during the fight, the defender instantly substitutes the attackers effect with one of his own, which succeeds automatically.

**Rapid Reload:** When using a ranged weapon, the attacker reduces the reload time for the next shot by one. This effect can be stacked.

**Scar Foe:** The combatant inflicts his opponent with a scar that will be the talk of all for the rest of his or her life - such as an almost-severed-throat, or the letter 'Z' artfully inscribed across the chest.

**Select Target:** When an attacker fumbles, the defender may manoeuvre or deflect the blow in such a way that it hits an adjacent bystander instead. This requires that the new target is within reach of the attacker's close combat weapon, or in the case of a ranged attack, is standing along the line of fire. The new victim is taken completely by surprise by the unexpected

accident and has no chance to avoid the attack which automatically hits. In compensation however, they suffer no special effect.

**Slip Free:** On a critical the defender can automatically escape being Entangled, Grippled, or Pinned.

**Stun Location:** The attacker can use a bludgeoning weapon to temporarily stun the body part struck. If the blow overcomes Armour Points and injures the target, the defender must make an opposed roll of Endurance vs. the original attack roll. If the defender fails, then the Hit Location is incapacitated for a number of turns equal to the damage inflicted. A blow to the torso causes the defender to stagger winded, only able to defend. A head shot renders the foe briefly insensible.

**Sunder:** The attacker may use a suitable weapon, such as an axe, to damage the armour or natural protection of an opponent. Any weapon damage, after reductions for parrying or magic, is applied against the Armour Point value of the protection. Surplus damage in excess of its Armour Points is then used to reduce the AP value of that armour(ed) location - ripping straps, bursting rings, creasing plates or tearing away the hide, scales or chitin of monsters. If any damage remains after the protection has been reduced to zero AP, it carries over onto the Hit Points of the location struck.

**Trip Opponent:** The character attempts to overbalance or throw his opponent to the ground. The opponent must make an opposed roll of his Brawn, Evade or Acrobatics against the character's original roll. If the target fails, he falls prone. Quadruped opponents (or creatures with even more legs) may substitute their Athletics skill for Evade and treat the roll as one difficulty grade easier.

**Withdraw:** The defender may automatically withdraw out of reach, breaking off engagement with that particular opponent.

## CLOSE COMBAT

Close combat is hand to hand fighting in its classic sense, when combatants strike each other with wielded or natural weapons. The following guidelines offer ways to make close combat more interesting and help to further explain some concepts hinted at earlier in this chapter.

## SITUATIONAL MODIFIERS

Situational modifiers may be applied when fighting in particular conditions, or as the result of a Special Effect. For example fighting in the dark might incur a difficulty grade of Herculean. Unless stated otherwise, modifiers are decided by the Games Master. Where two or more situations are pertinent to the character, use the most severe.

Some modifiers circumstance dependent, but rather than applying a difficulty grade the Combat Style is limited by a relevant skill. For example, fighting from the back of a horse would cap the combatant's Combat Style by their Ride skill, whilst fighting in water might cap it to the value of the character's Swim.

### CLOSE COMBAT SITUATIONAL MODIFIERS

Situation	Difficulty Grade
Attacking a helpless target	Automatic
Defending while on lower ground	Hard
Fighting in a confined situation	Hard
Fighting with an unfamiliar weapon	Hard
Fighting when prone	Formidable
Defending against an attack from behind	Formidable
Fighting in pitch darkness or when blinded	Herculean

## CHARGING

A charge requires a character to spend at least one turn using the Move action prior to the turn in which they attack. Whilst charging, the attack roll suffers a difficulty grade of Hard. In return the charge increases the Size of the attacking weapon by one step and a bipedal attacker's Damage Modifier by one step; or two steps if a quadruped (or more legs). Riding characters may substitute their Damage Modifier for that of their mount instead. The final position of the charging character depends on the result of the exchange and whether the attacker wishes to stop or continue sweeping past, immediately breaking engagement.

Rather than parrying or evading, the recipient of a charge can simultaneously counterattack the charging attacker instead. In this case the wielder of the longer weapon strikes first. If the weapon can be set to receive a charge (such as a spear), the recipient may use the Damage Modifier of the charger instead of his own.

## COVER

Cover is used by opponents to obstruct attacks against them, by either physically blocking a blow due to the toughness of the interposing material, or by obscuring where precisely the foe is. The precise value of cover depends on the thickness of its protection and the extent of its coverage.

An attack against a target which lands on an obscured Hit Location will be blocked to the extent of the cover's inherent protection. Cover can be partially negated either by use of the Choose Location special effect to aim at visible parts of the target; or striking through the cover if the weapon is capable of penetrating it.

In situations where cover is total but the attacker believes his attack will penetrate, he may strike blindly at the hidden target. In such cases the attack roll is one grade harder and Choose Location may not be taken if a special effect is won. This assumes the attacker knows fairly accurately the target's position behind the cover.

## ENGAGEMENT

A character is considered Engaged if he or she is within melee weapon range of an opponent. This does not necessarily require that both combatants can reach each other; only that one of them can be potentially struck by the other.

Once a character has engaged with an opponent he can no longer freely depart that fight (charging past is a special exception). It requires some form of deliberate act to break contact with the foe, normally performed via a combat action such as Outmanoeuvre, or use of the Withdraw Special Effect.

## EVADING

Evading in combat is to throw oneself clear of an overwhelming attack. This requires an opposed test of the Evade skill of the defender versus the attacker's pertinent roll. This could be anything from the Drive skill of a ramming battle tank to the spell casting skill of a magician. If the attacker wins then they inflict damage as per normal. If the defender wins damage is completely avoided.

If the winner of the opposed roll achieves one or more levels of success over his opponent, they may select suitable Special Effects as per normal combat. Whatever the result, the evasive gambit leaves the defender prone - usually requiring the character to regain his

footing on his following turn - unless they can use the *Arise* special effect or possess a Combat Style trait such as *Daredevil*.

## KNOCKBACK

An attack which imparts more damage than the SIZ of the recipient will, by default, result in the character being knocked back. The damage in this circumstance is before any reduction due to parrying or armour. On receiving such a blow, the recipient must pass an easy Acrobatics or standard Athletics roll to avoid falling prone. They are also thrust backwards one metre for each five points of damage (or fraction thereof) in excess of their SIZ.

## LEAPING ATTACKS

Leaping attacks can be launched from a variety of situations, most are triggered as part of an ambush or at the conclusion of a charge, but some creatures have the ability to leap atop an opponent without the need for a run-up or superior height.

A leaping attack is resolved with an opposed roll of the leaper's Athletics skill versus the defender's Brawn or Evade skill. Quadruped targets make the attack roll one difficulty grade harder. If the leaper wins then the defender is automatically knocked prone, with the attacker astride them. Failure means the defender has weathered or sidestepped the impact. If the winner of the opposed roll achieves one or more levels of success over his opponent, they may select suitable Special Effects as per normal combat.

No damage is inflicted as part of the leap; however a subsequently prone victim cannot recover his footing until either his attacker leaves him, or he eventually wins a Special Effect permitting him to Arise.

## OUTMANOEUVRING

A character facing multiple opponents can use movement to limit the number which can attack him at any time, constantly shifting position, forcing foes to interfere with one another. Outmanoeuvring requires that the character has room to move about and is not pinned in a confining area.

Outmanoeuvring requires that the character engages his opponents in a group opposed roll of Evade skills. Every participant, both the manoeuvring character and those foes who wish to corner him, must spend an Action Point. Then they each roll once and those who fail to beat the manoeuvring character's roll cannot attack him for the remainder of that Combat Round, being blocked by their allies or terrain features.

If the manoeuvring character beats all of his opponents he has the choice of safely engaging a single foe for the rest of the round or Withdrawing from the fight completely.

## PASSIVE BLOCKING

Passive Blocking allows a character armed with a weapon to hold it in such a way that it covers a chosen location (or locations when using a shield), but at the cost of being unable to actively parry with it (see Ward Location [page 21](#)). Any attack which hits the locations automatically receives the benefit of the weapon or shield, reducing damage as normal. The technique is commonly used when a warrior wishes to guard a weak spot or wounded location. Nothing prevents a two weapons or weapon and shield combatant from using his other weapon to actively parry.

Since passive blocking works in the same way as cover, the Choose Location special effect cannot be used to bypass the block in close combat, though opponents can still use the effect to strike other unblocked areas. Crouching down behind a shield allows a character to double the number of locations covered whilst passive blocking.

## SURPRISE

Surprise occurs when an unexpected attack is launched against opponents unaware of the attacker's presence or intention. An ambush would be an example of the former, whilst treacherously turning on an unsuspecting ally during amiable conversation illustrates the latter.

The effects of surprise on a target are potent:

- ⚔ The target suffers a -10 penalty to initiative
- ⚔ Until their Initiative arrives they are considered flat footed and cannot defend themselves
- ⚔ The first attack on the target, if successful, gains a bonus Special Effect
- ⚔ For the remainder of the round they may not perform any offensive action

## SWEEP ATTACKS

Sweep attacks occur at the Games Master's decision, when weapons or creatures of unusual size attack a closely clumped group of opponents – the scything tail of a huge dragon or the unstoppable charge of a giant triceratops for example – striking several foes simultaneously. A sweep attack is made by applying a single attack roll of the weapon or creature to all targets in its path. Each defender must resolve the effects of the attack separately and any special effects imposed on the attacker are treated as having occurred concurrently.

## RANGED COMBAT

Ranged combat incorporates all forms of weaponry which require to be shot, thrown or slung to strike their target. Ranged attacks are resolved in an identical way to close combat. However, ranged weapons can normally only be parried with shields; those without must rely on natural cover or use Evade to dive out of the line of fire. Thus against lightly armoured foes, ranged weapons can be formidable deterrents.

Each ranged weapon has a number of specific attributes which determine its effectiveness. The ones which have a key bearing on combat are as follows:

### FORCE

The ranged weapon equivalent of Size. It is an abstract measure of the penetrative power of a weapon or its ammunition to determine whether the blow overcomes a (shield) parry.

### DAMAGE MODIFIER

This attribute shows whether or not the Damage Modifier of the attacker can be used to boost the ranged weapon's damage roll. In general only self-drawn bows and thrown weapons allow the user to apply their Damage Modifier.

### RANGE

Three numbers separated by slashes, representing the maximum Close, Effective and Long ranges of the weapon or its ammunition. Close range is the distance over which the Choose Location special effect may be used, provided the target is stationary or unaware of the impending attack. Effective range has no significant modifiers. At long range the weapon can still inflict harm, but the amount of damage is halved and Force is reduced by one step.

### LOAD

The time in turns taken to load or reload a weapon which fires ammunition. A character can reduce the time spent loading or readying by use of the Rapid Reload special effect. Load times for firearms indicates changing the magazine.

### IMPALE SIZE

The Size of an impaled weapon is different from the Force it strikes with. Ranged impaling weapons have a special column denoting their actual size when considering the hindrances caused by the Impale special effect.

## SITUATIONAL MODIFIERS

As with close combat, situational modifiers may be applied when using ranged weapons in particular conditions. A character's Combat Style may be capped when using the weapon in difficult circumstances, such as firing a gun whilst driving a motorbike.

### RANGED COMBAT SITUATIONAL MODIFIERS

<i>Situation</i>	<i>Difficulty Grade</i>
Light Wind	Hard
Moderate wind	Formidable
Strong Wind	Herculean
Gale, storm or hurricane	Hopeless
Target is running	Hard
Target is jinking	Formidable
Target partially obscured by cover, mist or twilight	Hard
Target mostly obscured by cover, thick smoke or fog	Formidable
Attacker is blind or pitch darkness	Hopeless

## AIMING

By spending additional time aiming a ranged weapon, a character can potentially increase his chance to hit. Aiming requires an entire Combat Round steadying the weapon and waiting for the best opportunity to release, for example withholding a bowshot for a momentary lull in the wind or until a target moves between two obstructions. By aiming, the character may reduce the difficulty of a Range or Situational Modifier by one grade. Additional rounds spend aiming grant no further advantage.

## FIRING INTO A CROWD

Firing into the swirling ebb and flow of a melee can be a risky business, thus there is always a risk of accidentally striking someone other than the original target being aimed at.

When firing at a specific target at the edge of a crowd or melee, the attack suffers a difficulty grade of Hard. If trying to fire through

a group to hit a target in its midst, or on the other side, the penalty should be raised to Formidable. Aiming is still permitted to help mitigate the danger.

A marksman who passes his attack roll despite the difficulty penalty has aimed true and will hit his intended target. If however the marksman fails the roll, but would have succeeded if not for the ‘firing into a crowd’ penalty, then an adjacent victim is struck instead (who is free to Evade or Parry as normal).

If more than one target is in the line of fire, the Games Master should determine the victim randomly. Any special effects won as part of the attack only apply to the original target, not any accidentally struck bystander.

## HIT LOCATIONS

Most successful attacks land on a specific hit location. This can be determined randomly or in some circumstances be selected by Special Effects such as Choose Location. To randomly calculate which location is been hit, roll 1d20 and compare the number rolled with the relevant humanoid or creature Hit Location table.

Animals and monsters usually have slightly different hit location tables than humanoids to reflect their own unique physiology. These are listed as part of each being’s description. For humanoids the Hit Locations are 1-3 Right Leg, 4-6 Left Leg, 7-9 Abdomen, 10-12 Chest, 13-15 Right Arm, 16-18 Left Arm and 19-20 Head.

## ARMOUR AND WEAPONS

### ARMOUR TABLE

<i>Ancient &amp; Medieval</i>	<i>Modern</i>	<i>Futuristic</i>	<i>AP</i>
Furs, Hides	Bike Leathers		1
Aketon, Gambeson	Sports Gear		2
Linothorax	Balistic Cloth		3
Brigandine	Flak Jacket	Liquid Body Armour	4
Hoplite Plate	Riot Gear		5
Mail	Type I Bulletproof Vest	Adaptive Mesh	6
Plated mail	Type II Bulletproof Vest		7
Gothic Plate	Type III Bulletproof Vest	Light Assault Armour	8
	Type IV Bulletproof Vest		10
		Assault Armour	12

### SHIELD TABLE

<i>Shield</i>	<i>Damage</i>	<i>Size</i>	<i>AP/HP</i>	<i>Notes</i>
Buckler	1d3	M	6/9	Passively Blocks 2 hit locations
Heater	1d4	L	6/12	Passively Blocks 3 hit locations
Kite	1d4	H	4/15	Passively Blocks 4 hit locations
Scutum	1d4	H	4/18	Passively Blocks 5 hit locations
Viking	1d4	L	4/12	Passively Blocks 4 hit locations

### MELEE WEAPON TABLE

<i>Weapon</i>	<i>Damage</i>	<i>Size</i>	<i>AP/HP</i>	<i>Notes</i>
Axe	1d6+1	M	4/8	Can sunder armour
Club	1d6	M	4/4	
Dagger	1d4+1	S	6/8	Can be thrown
Fist/Kick	1d3	S	—	Human unarmed combat damage
Greataxe	2d6+2	H	4/10	Can sunder armour, Two handed
Great Club	2d6	H	4/12	Two handed
Longsword	1d10	L	6/12	Two handed weapon
Mace	1d8	M	6/6	
Net	1d4	S	2/20	Entrapping, Thrown
1H Spear	1d8+1	M	4/5	
2H Spear	1d10+1	L	4/10	Can be set to receive charge
Shortsword	1d6	M	6/8	
Whip	1d3	M	2/8	Can entangle foes

### RANGED WEAPON TABLE

<i>Weapon</i>	<i>Dam.</i>	<i>Dam. Mod</i>	<i>Force</i>	<i>Range</i>	<i>Load</i>	<i>Imp. Size</i>	<i>AP/HP</i>
Bolas	1d4	N	—	10/25/50	—	—	2/2
Bow	1d8	Y	L	15/100/200	1	S	4/4
Dagger	1d4	Y	S	5/10/20	—	S	4/6
Crossbow	1d10	N	H	20/150/300	3	S	4/8
Javelin	1d8+1	Y	H	10/20/50	—	M	3/8
Sling	1d8	N	L	10/150/300	2	—	1/2
Stone/Rock	1d3	Y	S	5/10/20	—	—	—
Pistol	1d6	N	L	50/100/200	2	—	—
Rifle	2d6	N	H	100/300/2000	2	—	—
Shotgun	3d6	N	M	20/50/200	2	—	—
Laser Rifle	1d10+2	N	—	40/120/480	3	—	—
Plasma Rifle	2d6+4	N	—	30/100/300	3	—	—
Gauss Rifle	2d8+2	N	E	150/500/5000	3	—	—





# SPOT RULES



**M**any different things can occur during a game. Some are resolved through skill use or one of the major game mechanics such as combat; others require their own rules for adjudication. This chapter provides rules and guidance for a variety of different scenarios that Games Masters and players will encounter whilst playing MYTHRAS.

## FATIGUE

Fatigue measures tiredness and its incremental effects. It is used to track many different things from strenuous activity to the debilitating effects of disease.

The primary way of accruing Fatigue is by engaging in some form of physical activity. The more arduous the exercise or work, the more quickly it tires the character. At the Games Master's discretion, characters must make an appropriate skill roll – either Athletics, Brawn or Endurance – to resist gaining a level of Fatigue.

Every failed roll accrues a level of Fatigue. Each level of Fatigue carries penalties for skill use, movement, Initiative and Action Points. Asphyxiation, Blood Loss and other setting dependent effects also contribute to Fatigue accrual.

For most characters, activities of any kind become near impossible when the level of Incapacitated is reached. At this stage the

character is still conscious but incapable of anything but the most desperate of activities.

Beyond Incapacitated, characters cannot act at all. The Fatigue levels – Semi-Conscious, Comatose and Dead – are generally reserved for measuring the most extreme effects of suffocation, disease, blood loss, starvation, exposure and so forth.

## ASPHYXIATION

Characters can hold their breath for a number of seconds equal to their Endurance skill. However the character must be prepared (filling the lungs with as much air as possible); if not, then the period is halved if the character was in a passive situation, or reduced to one fifth if the character was engaged in strenuous activity.

Once the period of held breath is over, characters must make an Endurance roll every Combat Round:

- ❖ If the roll is a critical success, no further deterioration occurs.
- ❖ If the roll is successful, the character accrues an extra level of Fatigue.
- ❖ If the roll fails, the character sustains 1d2 extra levels of Fatigue that round.
- ❖ If the roll is fumbled, the character sustains 1d3 extra levels of Fatigue that round.

## FATIGUE LEVELS

	<i>Skill Grade</i>	<i>Movement</i>	<i>Initiative</i>	<i>Action Points</i>	<i>Recovery Period</i>
<b>Fresh</b>			No Penalties		
<b>Winded</b>	Hard	No Penalty	No Penalty	No Penalty	15 minutes
<b>Tired</b>	Hard	-1 metre	No Penalty	No Penalty	3 hours
<b>Wearied</b>	Formidable	-2 metres	-2	No Penalty	6 hours
<b>Exhausted</b>	Formidable	Halved	-4	-1	12 hours
<b>Debilitated</b>	Herculean	Halved	-6	-2	18 hours
<b>Incapacitated</b>	Herculean	Immobile	-8	-3	24 hours
<b>Semi-Conscious</b>	Hopeless	No Activities Possible	No Activities Possible	No Activities Possible	36 hours
<b>Comatose</b>	No Activities Possible	No Activities Possible	No Activities Possible	No Activities Possible	48 hours
<b>Dead</b>	Dead				Never

Without aid, death from asphyxiation is usually swift. If the asphyxiation ends before the character dies, they recover Fatigue levels lost to suffocation relatively quickly; regaining one level per minute.

## BLOOD LOSS

Blood loss due to external and internal wounds, usually sustained in combat, can wear a character down very quickly. Its effects are measured by the accumulation of Fatigue levels, in a manner similar to asphyxiation. Unrestrained blood loss typically results in death without some form of medical attention. Unlike asphyxiation, the effects of serious blood loss on Fatigue are enduring. A character recovers Fatigue lost to bleeding at a rate of one level per day, starting the day after his exsanguinations cease.

## FALLING

The amount of damage suffered in a fall depends on the distance of the drop. Armour points do not reduce falling damage, but the Damage Modifier of the falling character or creature applies to damage rolls.

FALLING DISTANCE TABLE

Distance Fallen	Damage Taken
1m or less	No damage.
2m to 5m	1d6 points of damage to a random location.
6m to 10m	2d6 points of damage to two locations.
11m to 15m	3d6 points of damage to three locations.
16m to 20m	4d6 points of damage to four locations.
Each +5m	+1d6 damage.

## FALLING FROM A MOVING VEHICLE

Damage sustained from a fall from a moving vehicle, such as a chariot, depends on the vehicle's speed and the distance fallen. Assume that the speed, in metres per Combat Round, is equal to half the height shown on the Falling Distance table. For instance, a character who fell from a chariot moving at 20m per Combat Round would suffer 2d6 damage to two random locations.

## FIRES

Fires are always a source of danger when used as a weapon or rage out of control. The Fire Intensity table below gives five different intensities for heat damage, with some examples. The damage inflicted per round is given in the Damage column. Being relatively small, Intensity 1 and 2 sources apply their damage to a single Hit Location, usually that touching the source. Intensity 3 and 4 sources are larger, applying damage to nearest 1d4+1 Hit Locations, indicating the degree of radiant heat. Intensity 5 sources affect all Hit Locations simultaneously.

Fire has the ability to ignite flammable materials. If not extinguished immediately such materials combust within a number of rounds as indicated by the fire's Intensity. Once ignited, flammable materials burn until physically extinguished. Damage is applied directly to the Hit Points of the material, ignoring Armour Points,

and to any flesh beneath. If left uncontrolled it spreads to a number of Hit Locations, per round, equal to its Intensity.

FIRE INTENSITY TABLE

Intensity	Examples	Time to Ignite	Damage
1	Candle	1d4	1d2
2	Torch	1d3	1d4
3	Campfire	1d2	1d6
4	Conflagration	1d2	2d6
5	Volcanic lava	Instant	3d6

## INANIMATE OBJECTS

All inanimate objects possess Armour Points and Hit Points which are used to determine resistance to damage and destruction. Armour Points reduce damage before Hit Points are affected. Once an object's Hit Points have been reduced to zero, it is useless.

Breakage attempts require a character to make a Brawn, Unarmed or Combat Style roll, as appropriate, to inflict damage. A success deals damage to the item.

## WEAPONS VS INANIMATE OBJECTS

Using a weapon against an inanimate object with Armour Points equal to or greater than those of the weapon deals damage to both the object and the weapon. For instance, using an axe on an iron door may damage the door, but the axe itself will be destroyed long before the iron door is. The Games Master should exercise discretion on which weapons or tools can affect which objects. A chisel, for example, is explicitly designed to carve wood or stone whilst a sword, although sharp, is not. The chisel would therefore not take damage from something it is attempting to carve whereas a sword most likely would.

EXAMPLE INANIMATE OBJECTS

Object	Armour Points	Hit Points
Castle gate	8	150
Castle wall	10	500
Chain/shackle	8	8
Iron lamp post	8	15
Glass window	1	4
Iron door	12	30
Rope	6	3
Sword	6	10
Wooden chair	2	6
Wooden door	4	15
Brick wall	6	30
Concrete wall	8	40
Automobile	6	30
Bulletproof glass window	8	25
Steel beam	12	50
Armoured personnel carrier	10	50
Main battle tank	15	100
Truck/Excavator	8	40
Tree trunk	6	50



# CREATURES



Many adventures are filled with animals, monsters and creatures of myth. The primary use of creatures is as adversaries, but they should never be thought of strictly in these terms. Every creature has its own motivations, instincts and drives, just as characters do, and they can be much more than simply sword or arrow fodder. Intelligent, sapient creatures in particular may act with similar degrees of intelligence, guile and cunning as any character and, with the right approach, can be developed into characters in their own right.

Most creatures are defined by the same characteristics, attributes and skills as player characters (with instinct INS replacing INT in non-sapient species). There are, however, certain differences that help mark creatures from standard humans, notably Creature Abilities which are cabailities granted due to physiology or a supernatural nature.

The following creatures are just a handful of fantasy, real world and science fiction examples to get you started. Countless more can be found in the full MYTHRAS rules and its supplements.

## ANT, GIANT

Giant ants use their powerful mandibles to seize, squeeze and crush foes. Once seized the ant uses the Grip Combat Effect to hold onto its prey and, if it continues to resist, moves its thorax around to deliver a powerful sting. If poisoned the victim is allowed an Endurance roll, opposed by the ant's Endurance, to resist the poison. If the roll is failed then the location suffers agonising pain and cannot be used for 30-CON minutes.

Individual ants are unlikely to engage foes larger than themselves, although packs of ants, working together, will have no hesitation in attacking. Single ants prefer to evade, wait, and send pheromone signals to nearby (or even distant) colleagues, summoning a larger party.

The statistics overleaf are for a worker or soldier ant. Queens are twice as large and twice as strong: 4d6+14 STR and SIZ but have a DEX of only 2d6, reflecting their largely stationery existence in the hive.

Ant, Giant		Attributes
STR: 4d6 (14)	Action Points	2
CON: 3d6+6 (17)	Damage Modifier	+1d2
SIZ: 4d6 (14)	Magic Points	4
DEX: 2d6+6 (13)	Movement	12m
INS: 2d6+2 (9)	Initiative Bonus	11
POW: 1d6 (4)	Armour	Chitin
	Abilities	Formidable Natural Weapons, Venomous
	Magic	None

1d20	Location	AP/HP
1	Right Rear Leg	4/6
2	Left Rear Leg	4/6
3	Right Middle Leg	4/6
4	Left Middle Leg	4/6
5-9	Abdomen	4/8
10-13	Thorax	4/9
14	Right Front Leg	4/6
15	Left Front Leg	4/6
16-20	Head	4/7

Skills
Athletics 67%, Brawn 68%, Endurance 74%, Evade 56%, Perception 53%, Track 66%, Willpower 48%

Combat Style & Weapons
Ant Attack (Mandibles, and Sting) 67%

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	M	T	1d6+1d2	1/2
Sting	M	M	1d4+1d2	As for Head

## BEAR

The following characteristics represent Grizzly, Kodiak and Polar bears.

Bears typically attempt to grip with both claws and then deliver a bite, although swiping with a claw is also an effective means of disabling an enemy. European Black and Brown Bears tend to be smaller (-6 STR, -10 SIZ, downsize weapon size and damage by one step), whereas prehistoric ursoids, such as the short-faced bear, are larger and stronger (additional +6 STR, +10 SIZ).

A bear may intimidate opponents as a prelude to combat or to avoid it altogether: growls, snarls, and so forth. Opponents must make an unopposed Willpower roll to resist; a success allows a character to stand his ground, whereas a failure indicates that they must spend the next round instinctively placing distance between themselves and the creature. If he fumbles the Willpower roll, then the character flees at maximum speed. A critical success allows the character to ignore any further intimidation attempts by the creature or its brethren during that encounter. The effect continues for as long as the creature continues to act in a threatening manner, which includes it making an attack.

Bear			Attributes
STR: 2d6+18 (25)	Action Points	3	
CON: 2d6+6 (13)	Damage Modifier	+1d12	
SIZ: 4d6+20 (34)	Magic Points	7	
DEX: 2d6+6 (13)	Movement	8m	
INS: 2d6+6 (13)	Initiative Bonus	13	
POW: 2d6 (7)	Armour	Thick Pelt	
	Abilities	Intimidate, Nightsight	
	Magic	None	

1d20	Location	AP/HP
1-3	Right Rear Leg	3/10
4-6	Left Rear Leg	3/10
7-9	Hindquarters	3/11
10-12	Forequarters	3/12
13-15	Right Front Leg	3/10
16-18	Left Front Leg	3/10
19-20	Head	3/10

Skills
Athletics 68%, Brawn 79%, Endurance 66%, Evade 46%, Perception 60%, Stealth 66%, Survival 60%, Swim 68%, Track 66%, Willpower 44%

Combat Style & Weapons
Ursine Fury (Bite, and Claws) 78%

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	L	S	1d8+1d12	As for Head
Claw	H	L	1d8+1d12	As for Arm

## LIZARDMAN

Lizardmen possess muscular bodies, clawed hands and feet, elongated snouts filled with snaggle teeth, heavy tails and scaled, often beautifully coloured skin. Lizardmen tend to form primitive or occasionally barbarian societies, of savage habits. With their thick scales and inured resilience towards both damp and desiccated environments, they prefer to live in regions deemed living hells, such as burning deserts, arid wastelands, pestilent swamps and steamy, tropical jungles.

Lizardman			Attributes
STR: 2d6+9 (16)	Action Points	3	
CON: 2d6+6 (13)	Damage Modifier	+1d4	
SIZ: 2d6+9 (16)	Magic Points	11	
DEX: 2d6+6 (13)	Movement	6m	
INT: 2d6+6 (13)	Initiative Bonus	13	
POW: 3d6 (11)	Armour	Tough Scales. Warriors can wear any.	
CHA: 2d6 (7)	Abilities	Cold Blooded, Night Sight	
	Magic	Specialists may practice Animism or Theism	

1d20	Location	AP/HP
1-3	Tail	3/6
4-5	Right Leg	3/6
6-7	Left Leg	3/6
8-10	Abdomen	3/7
11-14	Chest	3/8
15-16	Right Arm	3/5
17-18	Left Arm	3/5
19-20	Head	3/6

Skills
Athletics 59%, Brawn 62%, Craft (Any primitive) 56%, Customs 56%, Endurance 66%, Evade 56%, Insight 44%, Locale 66%, Perception 54%, Swim 69%, Unarmed 59%, Willpower 52%

Passions
Loyalty to Tribe 90%, Hate Enemies 80%

Combat Style & Weapons
Lizardman Warrior (Stone Axe, Shortspear, Target Shield) 69%

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	M	M	1d6+1d4	As for Head
Claw	M	T	1d4+1d4	As for Arm
Tail	M	L	1d4+1d4	As for Tail
Shortspear	M	L	1d8+1+1d4	4/5
Stone Axe	M	M	1d6+1+1d4	4/8
Target Shield	L	S	1d3+1+1d4	4/9



## MANTICORE

A terrible combination of human-faced lion with the tail of a giant scorpion, manticores are fierce monsters from myth and legend. The tip of the tail gives a fatal sting to anyone who encounters it, and death is immediate. The manticore can cast its barbs, like arrows, by flicking its tail and shooting them a great distance. Most creatures that the missile hits are killed due to the beast's poison. These barbs replenish themselves constantly so that it rarely runs out of ammunition.

Manticore venom has a Potency equal to the creature's Endurance. It takes effect 1 round after damage has been inflicted and causes paralysis to 1d3 contiguous hit locations. If this affects the chest the victim begins to asphyxiate and will die unless treated.

Manticore	Attributes	
STR: 2d6+15 (22)	Action Points	3
CON: 2d6+9 (16)	Damage Modifier	+1d10
SIZ: 2d6+18 (25)	Magic Points	11
DEX: 3d6+6 (17)	Movement	10m
INS: 2d6+7 (14)	Initiative Bonus	16
POW: 3d6 (11)	Armour	Fur, Mane, and Chitin
	Abilities	Frenzy, Leaper, Venomous
	Magic	None

1d20	Location	AP/HP
1-3	Tail	6/9
4-5	Right Hind Leg	3/9
6-7	Left Hind Leg	3/9
8-10	Hindquarters	3/10
11-14	Forequarters	3/11
15-16	Right Front Leg	3/9
17-18	Left Front Leg	3/9
19-20	Head	5/9

Skills
Athletics 69%, Brawn 61%, Endurance 72%, Evade 74%, Perception 65%, Stealth 71%, Track 60, Willpower 62%

Combat Style & Weapons
Man Hunter (Bite, Claws, Barbs, and Sting) 79%

Weapon	Size/Force	Reach	Damage	AP/HP
Jaws	M	T	1d4+1d10	As for Head
Claws	L	M	1d6+1d10	As for Leg
Sting	H	L	1d8+1d10+Vencom	As for Leg
Flung Barbs	L	-	1d6+1d10+Venom	

## XENOMORPH

Parasitic alien life forms which lay their eggs in living creatures, the resulting larva eats its way out of the host and then undergoes a rapid evolution, growing into a hybridized shape suited to whatever environment it finds itself in. The only purpose of a xenomorph is to reproduce, hunting more hosts to violently impregnate. If no victims remain or threat of starvation is imminent, the alien will enter a hibernation state, weaving a cocoon within which it will cannibalise itself for energy to sustain itself for decades, eventually metamorphosing into a barely sentient, minimalistic form.

Xenomorphs share similarities no matter the host whose DNA they consume, these being a chitinous exoskeleton, a tail, echolocation, and acidic blood. The following is based on a human host.

Xenomorph	Attributes	
STR: 2d6+15 (22)	Action Points	2
CON: 2d6+6 (13)	Damage Modifier	+1d6
SIZ: 2d6+9 (16)	Movement	8m
DEX: 2d6+18 (25)	Initiative Bonus	+18
INS: 2d6+4 (11)	Armour	Exoskeleton
POW: 3d6 (11)	Abilities	Acid Blood <sup>1</sup> , Frenzy <sup>2</sup>

1d20	Location	AP/HP
1-3	Tail	6/5
4-5	Right Leg	6/6
6-7	Left Leg	6/6
8-10	Abdomen	6/7
11-14	Chest	6/8
15-16	Right Arm	6/5
17-18	Left Arm	6/5
19-20	Head	6/7

Skills
Athletics 77%, Brawn 68%, Endurance 56%, Evade 80%, Perception 62%, Stealth 76%, Track 64, Willpower 52%

Combat Style & Weapons
Parasitic Hunter (Claws, Tail Lash) 77%

Weapon	Size/Force	Damage	AP/HP
Claw	M	1d4+1d6	As for Arm
Tail Lash	L	1d6+1d6	As for Tail

<sup>1</sup> Whenever the xenomorph is injured, its acidic blood sprays out over an attacker within hand-to-hand range. It inflicts 1d3 damage for 1d3 rounds to a random Hit Location. The acid will eat through armour first before affecting flesh below.

<sup>2</sup> When wounded the xenomorph must succeed in a Willpower roll or enter a frenzy. This lasts a number of rounds equal to the creature's CON. During the frenzy they must only spend Combat Actions on attacking or moving towards combat. Parrying, evading and anything else is forbidden; all thoughts of self preservation washed away in a red haze. During this time it is immune to all the detrimental effects of Serious Wounds, although a Major Wound will still incapacitate.

# Mythras

## IMPERATIVE

An Introductory Rule Set for Mythras and d100 Roleplaying

This booklet acts as an introduction to the acclaimed Mythras rules.

Inside you will discover how to create a character, the basics of the skills and game system, how to run combats, and even a few sample creatures to fight.

Mythras Imperative is designed to be light, easy to understand, and quick to play. The full Mythras rules offer much, much more detail, but Mythras Imperative will have you adventuring in no time at all. And, when you're ready for more, try the full rules available from The Design Mechanism and good Friendly Local Game Stores.

[www.thedesignmechanism.com](http://www.thedesignmechanism.com)

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