GAME SYSTEM

Many different things can occur during a MYTHRAS game. Some are resolved through skill use or one of the major game mechanics such as combat or magic; 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 the game.

The list is not exhaustive but should represent most common situations. If Games Masters find there are other situations that require some form of game-system adjudication, and that these situations seem to occur frequently, then they are encouraged to develop their own rules to cover these special circumstances, using those given in this chapter as a basis for replication or development.

Briefly this chapter includes rules for:

- Acid
- Action, Time, and Movement
- Ageing
- Asphyxiation, Drowning, and Suffocation
- Blood Loss
- Character Improvement
- Disease and Poison
- Encumbrance
- Falling
- Fatigue
- Fires
- Healing from Injury
- Inanimate Objects
- Luck Points
- Passions
- Survival
- Traps
- Visibility
- Weather

ACID

Acids come from many different sources and are used extensively in alchemical research. The most important factor with any acid is its concentration, rather than its type. All acids are therefore classified as either Weak, Strong or Concentrated. MYTHRAS assumes that contact with the acid is significant or sustained, rather than just a droplet or two.

A splash or spray of acid lasts only for a few Combat Rounds before it loses potency. Immersion in a considerable volume of acid inflicts the damage every round until the victim or location is removed and treated.

For generic acids it is assumed that armour protects against the effects of acid but does not stop it, its Armour Points being reduced by the acid's damage until it reaches zero hit points, at which point the damage is then transferred to the hit location it protected. Armour reduced to zero Armour Points is considered useless as the acid burns through bindings, straps and joints.

Although the Acid table assumes the action of acid on living flesh, not all acids affect non-organic substances equally. Some can eat rapidly through metal, whilst others barely mark it. If desired it is entirely permissible to have strange acids which affect only metal or other specific materials instead of flesh.

ACID TABLE

Acid Type	Damage	Duration
Weak	1d2	1 Combat Round
Strong	1d4	1d2 Combat Rounds
Concentrated	1d6	1d3 Combat Rounds

Action, Time and Movement

How quickly time passes in Mythras depends on circumstances. Activities in roleplaying games rarely elapse in real time unless characters are conversing with each other or with non-player characters. For the most part, timescales for different forms of activity are inflated or condensed depending on what is being done.

The key timescales and what actions and motion can be accomplished within them, are as follows: Combat Rounds, Local Time and Strategic Time.

Combat Rounds

A Combat Round, dealt with more fully in the Combat chapter, represents five seconds of real time. Combat Rounds are used to measure short, frenetic bursts of activity that take seconds to complete. They can be useful for measuring very detailed activities that require a blow-by-blow resolution. For example, a chase between hunter and prey can be measured in Combat Rounds, representing the twists and turns that happen very quickly during any tense pursuit.

Local 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 Local Time. Observing the patrols made by teams of guards around a castle's walls might require several hours, but is still a measure of Local Time. Manage Local Time in the following way:

1. The character states his intention (Local Time starts)
2. The Games Master decides how long this takes to accomplish
3. Any appropriate skill rolls are made and the results noted
4. The Games Master communicates the results, and the time taken in step 2 passes (Local Time ends)

Local Time may then continue, move into Combat Rounds or become Strategic Time

Strategic Time

Strategic Time is measured in days, months or even years. Use Strategic Time for those occasions where it is not necessary to know the detail, simply the outcome – 'You ride for ten days and reach the city by dawn on the eleventh day.' 'After a whole day of watching the guard patrols you now understand their movements and patterns.' 'It takes a week to craft the sword.'

Strategic Time is mostly concerned with how far characters travel depending on the mode of transport used. The Strategic Time Travel Table offers examples for various conditions. The travel times assume a travelling day of around 10 to 12 hours with regular stops for rest, water and food.

If characters need to increase the distances given in the Strategic Time Travel Table, then they can effectively add half again to the distance travelled in the Strategic Time period but gain an enduring level of Fatigue as a result. Naturally an appropriate skill roll (Drive, Ride, Athletics, and so on) also needs to be made to successfully

Strategic Time Travel Table

Travel Example	Distance Covered (kilometres) per Day (10-12 hours)
Walking	30 per Day
Horseback at casual speed	60 per Day
Wagon at casual speed	15 per Day
Open Sea, favourable conditions	150-300 (in a 24 hour period)
Open Sea, unfavourable conditions	0-60 (in a 24 hour period)
Coast or River, favourable conditions	30-60 per Day
Coast or River, unfavourable conditions	0-30 per Day

increase the distance covered, along with dealing with any hazards that might need to be resolved in Combat Rounds or Local Time.

Movement

Movement is broken down into three 'gaits' which are Walking, Running and Sprinting.

Walking is the average speed a member of a particular species ambles along at when in no particular hurry. This is normally referred to as a creature's base Movement Rate.

Running is a trot or jog, at a speed which can be maintained over long periods. Basically, anything faster than a walk. Maximum running speed is triple Movement Rate, which may vary according to the bonus granted by Athletics skill.

Sprinting is flat out movement at top speed, which can only be maintained for brief periods. Peak sprinting speed is five times Movement Rate, which again may be increased according to whatever bonus is granted from Athletics skill.

The Comparative Movement table summarises the typical walking distances covered by creatures of differing base movement rates, for a variety of time periods. Tactical movement during combat is explained in more detail on page (Engagement).

Scenes

Scenes are an abstract time measurement based on definable events or interactions. They can last for Combat Rounds, Local or Strategic Time, and duration is based on activities being engaged in by one or more characters. Some spells, for instance, last for a Scene, which means that duration is variable but based on that Scene's need. For example, if a Folk Magic spell, such as Bladesharp, is cast successfully, it will last for one active scene. This will be either as short as the duration of an entire combat, or as long as a Local Time event where Bladesharp might be required. Scenes always have active player participation. For instance an evening spent in a tavern gaining information is a Scene, because it requires the characters to participate. However a long-distance trip by sea, where the Games Master stipulates that several days pass without incident, is not a Scene.

The Games Master always determines when a Scene starts and ends. For the most part it will be obvious and important only where magical effects need to be measured.

Comparative Movement Table

Time Period	Movement 4m	Movement 6m	Movement 8m	Movement 10m	Movement 12m	Movement 14m
Combat Round	4m	6m	8m	10m	12m	14m
Minute	48m	72m	96m	120m	144m	168m
Hour	2.9km	4.3km	5.8km	7.2km	8.6km	10.1km

Moving In Armour

Worn armour acts against character Movement Rates, and certain kinds of actions such as swimming or climbing. The armour's Initiative Penalty is applied to Movement of different kinds in the following ways:

⚔ Walking: Armour does not interfere with walking movement, although it can increase the Fatigue level (see page 78)

⚔ Running or Sprinting: Subtract the Armour Penalty from the running and sprinting speed. The result is how fast the character can move during chases or when charging. For example, a character wearing a full panoply of Hoplite Plate armour would reduce both gaits by 6m.

⚔ Swimming: Take the character's swimming speed (see the Swim skill page 43) divide by two (rounding up), and subtract the Armour Penalty. If the result is zero, the character cannot move, and barely keeps himself afloat. If the result is negative, then the character sinks. For example, even if our character was a top class swimmer (84%), wearing full Hoplite Plate with its -6 penalty, would still cause him to sink if he attempts to swim in his armour (Swim speed of 6+4, divided by two, then subtract 6 equals -1).

⚔ Climbing rough surface (branching trees, ladders, scaffolds, and so on): Half the Armour Penalty (rounded up) is subtracted from the base Movement Rate. If the result is zero or less, they are too burdened by their armour to climb. Thus, our hero in his Hoplite Plate armour can still scale easily climbable objects, as his Climbing movement is $6 - 3 = 3$.

⚔ Climbing a steep surface (pitched roofs, steep hills, and so on): The Armour Penalty is subtracted from the base Movement Rate. If the result is zero or less, they are too burdened by their armour to climb. Thus, our hero in his Hoplite Plate cannot climb as his Climbing movement is $6 - 6 = 0$.

⚔ Climbing a sheer surface (walls, cliff faces, etc): Double the Armour Penalty is subtracted from the base Movement Rate. As with climbing a rough surface, if the result is zero or less, the character cannot climb.

⚔ Jumping: Reduce the distance in metres the character can jump (see the Athletics skill, page 38) by half the Armour Penalty (rounded up). For standing jumps this impairment is halved.

Anathaym's Saga

Anathaym, like all humans, has a base Movement Rate of 6. In addition she is a proficient athlete with an Athletics skill of 52%. From these her maximum movement rates are calculated as:

Walking 6m – base Movement Rate of a human.

Running 21m – Base Movement Rate plus one for her Athletics skill, multiplied by three.

Sprinting 40m – Base Movement Rate plus two for her Athletics skill, multiplied by five.

Ageing

All characters age, and with age come certain consequences. The signs of ageing start at Early Middle Age (40 years for humans – other species might age at greater or lesser rates). As a character passes into a new Ageing Band he must make both an Endurance roll and a Willpower roll at the grades noted. If a roll is failed then he experiences Ageing Effects as shown in the Ageing Effects table.

Each characteristic affected by ageing reduces by 1d3 points. These points can be recovered or at least partially counteracted through characteristic improvement, representing efforts made to keep themselves trim and alert as they grow older. If any

characteristic is reduced to zero from ageing, the character dies due to his terminal frailty.

What specific debilitating effects arise as part of the ageing process are up to the Games Master to define. For instance, reducing STR, CON or DEX represents general wear and tear on the body, with creaking joints, and a gradual loss of mobility. Reducing INT indicates that age is starting to play tricks on the mind and memory, whilst reducing CHA indicates the character is getting craggier, and more short–tempered perhaps, as they get older.

Age Bands

Age Band	Endurance and Willpower Roll Grade
Early Middle Age (40-49 for humans)	Easy
Middle Age (50-59 for humans)	Standard
Late Middle Age (60-69 for humans)	Hard
Old Age (70-79 for humans)	Formidable
Advanced Old Age (80-89 for humans)	Herculean
Dotage (90+ for humans)	Hopeless

Ageing Effects Table

1d6	Physical Ageing (Failed Endurance)	Mental Ageing (Failed Willpower)
1–2	STR	INT
3–4	CON	POW
5–6	DEX	CHA

Asphyxiation, Drowning and Suffocation

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:

� 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.

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.

Depending on the method of asphyxiation, the Games Master may wish to prevent full recovery, imposing an enduring level of Fatigue to represent damage to the lungs caused by smoke or water inhalation.

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 since blood is needed to oxygenate the body's muscles and vital organs. Significant blood loss is suffered in the following circumstances:

✤ The Bleed Special Effect (see page 96)
✤ Injury resulting in a Major Wound (see page 110)
✤ Diseases and Poisons that result in Bleeding (see page 75)

Unrestrained blood loss typically results in death unless some form of medical attention or healing magic can be applied to control the bleeding.

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.

Character Improvement

Every Mythras character has the opportunity to improve with time. Improvement can be undertaken in several areas:

✤ Increasing existing skills
✤ Increasing characteristics
✤ Increasing passions
✤ Learning new skills
✤ Learning new magical abilities and spells

Experience Rolls

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.

There is no right or wrong time to give Experience Rolls, but natural breaks in the story may suggest suitable times. The Games Master is, however, always the decision maker here. Whilst players cannot demand Experience Rolls, they have a right to expect them at certain times – as their characters will not be able to develop without them.

How Many?

The number of Experience Rolls given in any one sitting should be between two and four, 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 – although even with the same number of rolls characters may progress at different rates, as the mechanics for Experience Rolls illustrate.

The only exception to this guideline is where a character gains an additional roll (or suffers a reduction in rolls) for their Experience Modifier as described on page 9. This modifier should only be permitted in situations where the character can put their influence to good use or suffer its consequences, such as returning home at the conclusion of a scenario. Thus it is not intended that the bonus should be applied at the end of each and every session, especially when the characters are isolated or exploring off in the wilderness.

Experience Rolls do not need to be used there and then. They can be reserved for future use at the player's discretion. The main reasons for reserving use of a roll are:

� To increase Characteristics
✰ To buy new Professional Skills
✰ To put towards developing a new magical Tradition (explained in the Introduction to Magic chapter).

INCREASING EXISTING SKILLS

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 fumbled any skill during the course of the preceding session(s) – i.e., between the last set of Experience Rolls and the present one – the fumbled skill gains a free increase of 1%. It is a truism that we learn more from our mistakes than our successes, and this represents the reflection

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FREELY IMPROVING SKILLS

Normally players have full discretion over which skills to improve, no matter their location or circumstances. Sometimes, however, it may be unrealistic for a character to practice Lockpicking when he is currently on a ship, and has done nothing but fight sea monsters for the last few game sessions.

In such cases it is reasonable for the Games Masters to request that characters only attempt to improve skills which they have recently used, or for which the situation exists to practice them. For example, if the ship-bound character arrives at a civilised port it is quite likely he can find a local thieves' guild or locksmith with whom he can practice.

Some caution is required that the Games Master is not too restrictive, as this can lead to a bias in a subset of those skills which are most often used in his campaign, leading to disproportionate character development. Instead, if a character wishes to improve unusual skills, the Games Master should use this to create a roleplaying opportunity or an eventual subplot for his campaign.

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a character undergoes following a disastrous failure. Multiple fumbles of the same skill do not stack.

Games Masters can, if they wish, increase the dice step if they want to have skill progression move at a faster rate without giving Experience Rolls on a frequent basis: so, instead of increasing by 1d4+1 skills increase by 1d6+1. If adjusting the default dice roll in this way, Games Masters should set the expectation at the start of the campaign and not veer from it.

INCREASING CHARACTERISTICS

A creature's rolled characteristics are regarded as its peak natural development, a combination of its birth and environment as it was growing. Thus just as some horses are bigger, stronger and tougher than others, humans and other sapient species can grow up to exhibit fairly diverse physical and mental characteristics.

Characteristics can, like skills, be improved through Experience Rolls, which represent training regimes. However, such increases are artificial boosts which normally atrophy after the training exercises cease, characteristics dropping back to their natural levels whether the workouts were daily calisthenics sessions to increase CON or memory tests to enhance INT.

To achieve and maintain characteristic increases requires that a character reduce his regular allotment of Experience Rolls by one or more points. This represents the continual and intensive effort spent to push his body beyond its normal capability.

Each Experience Roll sacrificed in this manner boosts the trained characteristic by one tenth of its rolled species maximum. Thus a human who engaged in regular weightlifting to build up his STR could, at the cost of reducing his normal allotment of Experience Rolls by one, gain +2 points to his Strength. A minotaur on the other hand would gain +3 points to Strength as his species maximum is 24.

When a characteristic increases, all attributes and skills derived from it increase too (if the characteristic increase is enough to create an attribute change). Thus, increasing STR by one point will also increase each skill that uses it as a component by one point too. In addition Damage Modifier may also increase if the new STR value moves the character into the next Damage Modifier band.

No matter how much training is undertaken, no characteristic can exceed its species maximum – which is simply the highest possible result from the characteristic roll. Once the character decides to cease his exercise regime, his trained characteristic drops by one improvement step the next time he receives Experience Rolls, and again the following time, the atrophying continuing until the characteristic has returned to its natural value.

SIZ is the exception to the above rules. It cannot be increased through mundane means.

INCREASING PASSIONS

As described under Passions on page 82, the value of a passion may be increased with Experience Rolls in exactly the same way as a skill. If supported by play, the Games Master might even allow a passion to be reduced by the use of an Experience Roll.

For example, constant spurning from an unrequited love might eventually wear down the passion of even the most ardent lover, especially one who wishes to pursue a relationship without the ghosts of the past haunting them.

Permanent Characteristic Improvement

Some players may bemoan the significant and continual costs of characteristic improvement. In these cases the Games Master can ignore a certain level of realism, and instead focus on fun, allowing permanent characteristic boosts for a one-off Experience Roll cost.

This method must be treated with a degree of caution however, since not all Games Masters reward players with the same frequency or number of Experience Rolls; thus the default costs may be too cheap or expensive. Additionally games where characteristic improvement is too prevalent can quickly lead to many characters with identical attributes, each tweaked to take advantage of natural break points within the system.

The following method utilises the current and minimum characteristic values so that it scales for all creatures. Although it sometimes throws up an oddity between characteristics rolled on different dice, this should be considered a feature of that particular species. Since most creatures are generated using no more than three or four dice, this method remains both simple and comparatively fair.

Cost to increase a characteristic by one point = 1+creature's current characteristic value, minus the species minimum for that characteristic

Thus a human with DEX 12 would need to invest 10 Experience Rolls (13 − 3) to raise DEX to 13.

Learning New Skills

Some characters may wish to study new Professional skills which they never had the chance to learn from their culture or career. Before they can start investing Experience Rolls they must first find a source of knowledge from which to learn. This could be as prosaic as a professional tutor such those provided by cults or brotherhoods. Alternately it might be a more exotic source of education, an ancient and crumbling training scroll or an ancestor spirit bound to the community's sacred stone tiki.

Once a source of education is found, the character must spend an entire month of study and practice to garner a basic grounding in that skill. This costs 3 Experience Rolls plus whatever in-game costs are required to pay the teacher (if one exists), and purchase (or rent) whatever equipment and tools may be needed.

Training

Skills can be improved without expending Experience Rolls, through help of a mentor; either a trainer or a teacher.

Characters must spend one full week in training to benefit from a training increase. At the end of the training period the skill being trained improves by the die roll indicated on the Training Chart, with any modifiers due to the Teaching skill.

How much a mentor charges for his services depends very much on the nature of the campaign and the setting. They might accept manual labour or favours in return for training, or insist on hard coin. In the case of abstract promises the Games Master must set the terms and the character should meet them, or else face some form of consequence if they are not met.

In terms of hard coin, a week's training costs 1 Silver Piece for every 5% the mentor has in the skill he is training. If he also knows how to teach, this amount increases by 1 silver piece for each 10% he has in the Teach skill. So, a mentor with 70% in Lore (History) could charge 14 SP; or 19 SP if he also had Teach 50%.

Training Improvement Table

Degree of Difference	Skill Improves By
21-30%	1d2
31-40%	1d3
41-50%	1d4
51-60%	1d6
61-70%	1d6+1
71-80%	1d6+2
81-90%	1d6+3
91-100%	1d6+4
Each 10%	+1

Trainers

A trainer is someone who works with the character, helping them to practice a particular skill hoping, through coaching and mentoring, to improve the character's skill. Characters can act as trainers for other characters but it is usual to seek out someone who, through years of specialised study and greater experience, has more benefits and insight to offer.

A trainer must have at least 20% more than the character in the skill being trained, and the degree of improvement rests on the difference:

Teachers

A teacher is a professional trainer who possesses the Teach skill, using it to improve the quality of his tuition. They utilise the same Training Chart above, but modify the amount increased according to the result of a Teach roll:

- ⚜ Critical Success: Skill improvement increases by two Training steps
- ⚜ Success: Skill improvement increases by one Training step
- ⚜ Failure: No effect on improvement
- ⚜ Fumble: Skill improvement decreases by one Training step, which may result in the character gaining no improvement through the training

Limits to Training

Training comes with some limitations:

- ⚜ Only one skill at a time can be trained.
- ⚜ A trained skill must be next improved using an Experience Roll; it cannot benefit from the training procedure again until it has been increased in this way.
- ⚜ Trainers can only tutor a single student at a time, whereas teachers may educate multiple students at once. As a guide, divide the trainer's Teaching skill by 10 to determine how many students that teacher is prepared to train at one time.

Cults and Brotherhoods

Cults and guilds may offer training at a reduced cost, or free of charge, to their members. The training costs outlined earlier are therefore considered a standard guide; cult or brotherhood members may be offered a reduced rate, but this may be dependent on rank and standing within the organization. The Games Master may need to set these limits.

Disease and Poison

Some of the most feared things which can affect characters are the myriad diseases and poisons which infest the dark and grim places of the world. There's nothing quite as unsettling than a plague which strikes the character's home city, especially when they are still within its gates. Likewise finding a venomous serpent in the bed or being attacked by giant scorpions can be moments of high drama.

Diseases and poisons are near infinite in their varieties but, for game purposes, are handled in the same way.

Disease and Poison Traits

All diseases and poisons manifest a number of traits important to their effects.

Application: The method of how the disease or poison is introduced into the victim.

- ⚔ Ingestion - Effects take place through either eating or drinking.
- ⚔ Inhaled – Effects take place through breathing or snorting.
- ⚔ Contact – Effects take place through absorption through the skin.
- ⚔ Injected – Effects take place when the substance is injected into the body through piercing.

Potency: The virulence of the disease or poison. This value is set against an appropriate resisting skill (usually Endurance or Willpower) in an opposed roll. If character wins the roll they shrug off its effects. If however they lose the roll, then they suffer all of the disease or poison Conditions, each at the appropriate time.

Resistance: How the disease or poison is resisted – either Endurance or Willpower, but may have more exotic resistance requirements. Resistance can be rolled at the time of exposure, or deferred until the Onset Time to conceal the fact the character might have been infected or poisoned.

Onset Time: Many diseases and poisons do not take immediate effect. The delay is called the Onset Time, and this can be a matter of seconds, minutes, hours, or even longer. Poisons or diseases possessing multiple effects may have different onset times for each one as described under Conditions.

Duration: How long a disease or poison's Conditions last.

Conditions: Every toxin has one or more Conditions. These have specific effects as described in the Conditions table, below, and if a victim fails to resist he suffers all the Conditions described.

Antidote/Cure: If the toxin can be treated it will be noted here. Otherwise all non-magical diseases and poisons can be alleviated by specific healing magic, such as the Cure Malady spell. Successful treatment prevents any further conditions from occurring, yet in some circumstances may leave the victim suffering enduring effects that have already been inflicted.

Disease and Poison Conditions

Condition	Effects
Agony	Victim is hindered by intense pain. Whether in a location or the entire body, any skill roll involving use of the affected area must also be less or equal to the character's Willpower, otherwise the attempt fails, and they moan or scream in pain.
Asphyxiation	Victim suffers asphyxiation – he collapses incapacitated, unable to breathe. The rules for Asphyxiation, found on page 71, are used. Asphyxiation may be asthmatic in nature meaning the victim only suffers shortness of breath, or complete respiratory failure resulting in death. In the later case a victim can be kept alive by winning an opposed test of the First Aid skill against the Potency of the diease or poison.
Bleeding	Victim suffers from either internal bleeding or surface haemorrhaging which leads to the effects described in the Blood Loss section on page 71.
Blindness	Victim becomes blind.
Confusion	Victim cannot use any knowledge, communication or magic skill.
Contagious	Victim can transfer the poison or disease by touch.
Deafness	Victim loses his hearing.
Death	Victim collapses incapacitated, and dies after a number of rounds equal to his CON characteristic.
Dumbness	Victim's vocal chords are paralysed, preventing verbal communication.
Exhaustion	Victim gains an extra level of Fatigue, on top of any they are currently suffering from.
Fever	Victim's body temperature fluctuates wildly – from hot to cold – and muscles ache. All skills suffer a difficulty grade of Hard.
Hallucinations	Victim experiences delusions and cannot differentiate between real and imaginary experiences. His skill and abilities are unaffected but his ability to relate to the real world is seriously impaired. Under its effects the sufferer tends to experience visions related to his strongest Passions, and any skeletons kept in the cupboard, often leading to irrational acts.
Maiming	Victim suffers a permanent loss of 1 Hit Point in the location(s) affected, due to necrosis of the injured tissue.
Mania	Victim is driven to follow some compulsion; such as avoiding water, paranoia, self mutilation, and so forth. The mania induced by the disease or poison will be noted in its description.
Nausea	Victim cannot eat, and must roll against his Endurance every time he performs a stressful physical action to avoid being physically sick. Vomiting lasts for 1d3 rounds during which he cannot act. Long durations of Nausea may cause starvation.
Paralysis	Victim is unable physically to move. The affected area, if a location, cannot be used for the duration. If it affects the whole body, the character cannot move at all.
Sapping	Victim has their Magic Points (either the Attribute or current number) reduced. Apply the Potency of the disease or poison on the Spirit Damage table (page 131) to calculate the dice roll used. Lost Magic Points do not recover until the duration ends.
Unconscious	Victim loses consciousness for a period specified in the description. When consciousness is regained the victim suffers a level of Fatigue.

Sample Diseases

These are samples of various diseases encountered during Mythras play, to be used as they stand or as a template for Games Master designed infections.

Pyrohoxia

A rather strange disease, pyrohoxia is carried by feral animals such as rodents, and transferred by a successful bite. The infection gradually spreads to the brain, where it begins to twist the perceptions and aggression of the victim. No obvious signs exist of pyrohoxia infection, although the behaviour of the creature which bit them may offer clues. Within several weeks of the bite the victim starts to suffer increasingly painful headaches, and the eyes turn bloodshot. At this point the hallucinations begin, strengthening over the course of a week into violent waking nightmares.

The victim then passes into the terminal stage of the disease, which induces constant shivering accompanied with a mania to get warm by whatever means possible. Eventually this climaxes with a suicidal desire to jump into fires, lava or even set themselves alight; usually resulting in a paroxysm of violent destruction as they burn to death. Even if restrained from self-immolation, the victim dies from brain swelling.

Application: Injected
Potency: 80
Resistance: Endurance
Onset time: 1d6+6 days
Duration: 1 week + 1d3 days
Conditions: Disease manifests with the start of Hallucinations. After one week they also start to suffer from Mania (Fire). If the victim somehow survives to the conclusion of the disease, they then suffer Death.
Antidote/Cure: Can be cured by the Healing skill up until the onset of Mania, at which point the disease must be treated magically.

Red Pox

Red pox is a nasty disease spread by skin contact with a person already infected, or with something they have touched. The chance of catching the disease from an object remains for 1d3 days after contact, making it quite difficult to contain the disease once an outbreak occurs.

Victims initially suffer a minor rash, but within a day come down with a serious fever which usually renders them bedridden for the entire duration. During this time the rash evolves into gruesomely itchy pustules which burst open at the slightest movement, weeping small trickles of blood – especially from the armpits and groin. This stage can last up to a week or more, potentially proving fatal.

Application: Contact
Potency: 50
Resistance: Endurance
Onset time: 1d6+6 hours
Duration: 1d6+3 days

Conditions: Once the disease manifests the victim becomes Contagious. 1 day later they begin to suffer Fever and Bleeding. Each day the pustules weep blood the victim loses one level of Fatigue, which does not recover until the duration of the disease has completed.

Antidote/Cure: Can be cured by the Healing skill.

SOUL LEECH

Dreaded by priests, shamans and sorcerers alike, soul leech drains their magical vitality, reducing them to powerless prestidigitators. Although the disease starts with an innocuous enough cough combined with a degree of lassitude, it soon becomes apparent that their paranormal strength is ebbing when spells tire them more easily.

The only extraneous sign of this weakening is that the victim's own web of subcutaneous veins begins to glow a faint purple when examined in pitch darkness, a by-product of the disease consuming their Magic Points. Magicians suffering this malady often try to bluff through their lack of power hoping that the disease will end before a rival can take advantage.

Application: Inhaled
Potency: 65
Resistance: Endurance
Onset time: 1d6 days
Duration: 1d3+3 weeks

Conditions: Sapping. Each week the victim reduces his Magic Points attribute by 1d6 points. Since these do not recover until the disease ends, a magician can eventually be reduced to a level of utter powerlessness. After the disease concludes, the Magic Points attribute recovers at a rate of 1 point per day.

Antidote/Cure: Can be cured by the Healing skill if rare, mystical ingredients (the precise nature of which depends on the setting) are used.

SAMPLE POISONS

COBRA VENOM

Perhaps the quintessential venomous snake, a cobra's venom has several effects depending on its application. If injected via bite, the venom will inflict a burning pain shortly followed by respiratory difficulty which can lead to death. Even surviving a cobra bite comes at a horrible cost, the bitten area suffering permanent necrotic damage. If the venom is spat at the eyes instead of respiratory paralysis the venom can often inflict permanent blindness.

Application: Contact (eyes) or Injected
Potency: 75
Resistance: Endurance
Onset time: Instant if spat in eyes, 1d6+4 minutes if bitten
Duration: 1d3+3 days

Conditions: If spat into the eyes both Agony and Blindness are instant, lasting the entire duration. Bitten victims also begin with Agony but can struggle along until 1d6+6 hours after the bite when Asphyxiation strikes, usually resulting in death, unless First Aid is successfully applied to keep the victim breathing. Survivors will then suffer Necrosis, losing 1 Hit Point per day from the location bitten, until the venom is somehow purged or it naturally ends.

Antidote/Cure: Can be ameliorated with the Healing skill. However blindness, if not treated before the end of the venom's duration becomes permanent.

Likewise, each day of Necrosis suffered before successful treatment inflicts permanent damage.

LOTUS DUST

Lotus dust is the natural pollen produced by the blossom of the rare and deadly ebony lotus flower, which grows in the depths of remote jungles. It takes the form of a fine yellowish powder with a sweet, cloying scent; although to smell it is death since the pollen in its natural state is lethal when inhaled or tasted, causing the heart of the victim to burst. Whether from fear or ecstasy is unknown, for few beings ever survive long enough to tell.

Despite its dangers many sorcerers breathe the fumes of burning lotus dust, which instead of bringing near instant death, infuses the mind of the imbiber with fantastical visions of other worlds. It is said that they learn dark secrets from the euphoric dreams, though few have the strength of will to extract themselves from such visions.

Application: Inhaled
Potency: 90
Resistance: Willpower
Onset time: 1d3 rounds
Duration: Instantaneous in its natural state, 2d6 hours if smoked

Conditions: Death if natural pollen. Paralysis and Hallucinations if smoked. At the end of a narcotic dream, the smoker must make another resistance roll otherwise subside into an endless coma, still trapped within his lucid visions.

Antidote/Cure: Can be treated by an infusion of the rare Golden Lotus which brings complete recovery, otherwise magic must be used.

SLEEPING DRAUGHT

Sleeping draughts are often used to capture or rob characters, who unwittingly imbibe the tasteless concoction hidden in a mug of ale or glass of wine. By the time the character awakens, they are usually weak and nauseous – if not from the after-effects of the sleeping draught, then due to the alcoholic hangover which accompanied it.

Application: Ingested
Potency: 60
Resistance: Willpower
Onset time: 1d6+4 minutes

Envenomed blades: a favourite of every assassin

Duration: 1d6+3 hours

Conditions: Unconsciousness. Victim falls into a deep sleep, and cannot be woken until the duration ends.

Antidote/Cure: Can be counteracted by the Healing skill, and use of a strong stimulant.

ENCUMBRANCE

Encumbrance represents both the mass and bulk of an item. The greater the encumbrance value the more difficult it is to carry it.

Correlating ENC with SIZ can be a challenge: light but bulky items often impose just as much of a burden as small but heavy ones. As a rule of thumb 3 ENC is equivalent to 1 SIZ, but, depending on the item, Games Masters may want to adjust the ratio down to 2:1 or even 1:1. A head-sized lump of lead, for instance, is far heavier than a similar sized lump of rock. Conversely a large sack loosely filled with goose-down might have a ratio of 5:1. As always, common sense should prevail in such circumstances.

Items that have a zero ENC value are, on their own, inconsequential; however consider that 20 zero ENC items equal 1 ENC.

ENCUMBRANCE CAPACITY

Characters can carry a total ENC equal to their STR x2 with relative ease. Everyday clothing does not contribute to this capacity, but armour does – see the notes on Armour ENC below.

If the total ENC borne exceeds STR x2 then the character is considered to be Burdened. This has the following effects:

- � Skills using STR or DEX as part of their base (including combat skills) become one grade harder
- ✲ Base Movement Rate drops by 2 metres, and the character can no longer sprint
- ✲ Carrying the load counts as Medium activity for Fatigue purposes

If the borne ENC exceeds STR x3 then the character is considered to be Overloaded. The effects are thus:

- ✲ Skills using STR or DEX as part of their base (including combat skills) become two grades harder
- ✲ Base Movement Rate drops to half normal, and the character cannot move faster than a walk
- ✲ Carrying the load counts as Strenuous activity for Fatigue purposes

Characters cannot carry a total ENC more than their STR x4, either the mass or unwieldy bulk of the objects proving to be too much to bear for more than a short distance.

ARMOUR ENC

When considering its encumbering nature, armour has a number of different effects: it not only hinders Initiative (see Armour Penalty), and slows gaits faster than a walk (see Moving in Armour page), but also burdens its bearer with its bulky weight.

ANATHAYM'S SAGA

Anathaym owns a partial suit of bronze Hoplite Plate. This comprises a crested helm, a cuirass and two bracers. The panoply covers five of her body locations, and has an Armour Penalty of -4 which counts both against her Initiative, and her running and sprinting speeds due to the hindrance the strapped pieces have on her body movement.

Additionally the armour has a total ENC of 20 simply due to the weight of the heavy bronze. If she carried the armour on her back, whilst also bearing her spear, shortsword and hoplite shield, Anathaym would have a total Encumbrance of 20+2+1+3=26 which is more than twice her STR of 11, rendering her Burdened.

However, if she wears her armour instead, the ENC of the panoply is halved, reducing her total Encumbrance to 10+2+1+3 =16, leaving her a little extra capacity to carry extra equipment, and not be hindered by her load.

The amount armour counts towards Encumbrance Capacity depends on whether it is worn or carried.

- ✲ When worn, only half the total ENC of the armour is counted towards Encumbrance
- ✲ When carried, the full ENC value of the armour is counted towards Encumbrance

NON HUMAN ENCUMBRANCE

Whilst the encumbrance rules work fine for human scaled characters, they can begin to break down for creatures of larger or smaller dimensions. The best way to avoid scaling issues is to assume that arms and equipment for each species scale in proportion with their user's size. Thus a great axe used by a minotaur would be slightly larger than one used by a (human) royal guard, as would its armour.

To calculate the encumbrance of proportionally sized equipment, add together all the ENC values of everything carried by the creature, then multiply the final result by the ratio of the average SIZ of a member of that race divided by the average SIZ of a human.

Final Encumbrance = Total ENC x (Average SIZ of species/13)

ALTERNATIVE ENCUMBRANCE RULES

Keeping detailed track of encumbrance adds considerable effort to maintaining character sheets, especially when items are picked up or looted, and as a consequence many groups simply hand-wave encumbrance as being an unnecessary hassle in general play. For those who still wish to keep a rough track of encumbrance but want something less maths intensive, consider the following alternative, which does not track items carried in strict terms of their ENC value.

- ✲ *All characters can carry a number of Items equal to half their STR without being encumbered. Over STR/2 and up to STR, they are considered Burdened. Over STR to STRx1.5 they are Overloaded.*
- ✲ *One Item is equivalent to anything that can be comfortably carried in one hand. Things that are two-handed or are strapped to an arm (a shield, say) count as two Items. Note that the SIZ of the creature will influence what is considered one or two items. For a giant, a greatsword could comfortably be counted as one item, whereas for human-sized creatures it would clearly be two.*
- ✲ *Worn armour of any kind does not contribute towards ENC. If carried, then it counts as its equivalent Armour Penalty value.*

Continuing with the minotaur example, we find its proportional size ratio is 1.7 (22/13). Thus a minotaur wearing full Hoplite panoply and wielding its great axe would have a total encumbrance of 27 (28 halved plus 2 for the great axe, and the total multiplied by 1.7) Still well within the unburdened limit of STRx2 which for an average minotaur is 34.

Although this sum may require a few seconds to work out, it simplifies the entire process to a single calculation, and avoids time consuming book keeping.

Falling

The amount of damage suffered in a fall depends on the distance of the drop. Armour points do not reduce falling damage.

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 random locations.
11m to 15m	3d6 points of damage to three random locations.
16m to 20m	4d6 points of damage to four random locations.
Each +5m	+1d6 damage.

- ⚔ Damage is rolled separately for *each* location; it is not spread among them.
- ⚔ Creatures of smaller size suffer less from a fall. Those of SIZ 8 to 9 treat the distance fallen as one metre less. A creature of SIZ 6 to 7 treats the distance fallen as three metres less. A creature of SIZ 4 to 5 treats the distance fallen as five metres less. A creature of SIZ 2 to 3 treats the distance fallen as eight metres less. A creature of SIZ 1 or less treats the distance fallen as ten metres less.
- ⚔ Creatures of larger size suffer more from a fall. For every 10 points above SIZ 20 the creature adds +1d6 to the damage. Thus a SIZ 35 creature which drops from a height of 2m would take 3d6 damage to a random location.
- ⚔ Acrobatics can be used to mitigate falling damage – a successful roll allows the character to treat the fall as if it were two metres shorter than it actually is. In addition, as long as the roll is successful and the character does not suffer a Serious or Major wound due to the fall, the character lands relatively safely and is not prone.
- ⚔ Characters falling onto soft surfaces may treat the distance they fall as halved for the purposes of damage. This is always at the Games Master's discretion.
- ⚔ Characters falling onto damaging surfaces (such as a pit of spikes) will suffer the effects of the surface to all locations that are damaged in the fall.

Falling Objects

A falling object imparts an amount of damage based on its SIZ and the distance of the fall. An object imparts 1d6 damage for every 6 points of SIZ (or fraction thereof), plus an amount of damage equal to the Damage Taken column of the Falling Distance - including any reductions for objects of smaller size.

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. A chariot moving at 20m per Combat Round would inflict 2d6 damage to two random locations if a character should fall from it.

Fatigue

Fatigue measures tiredness and its incremental effects. It is an important aspect in Mythras as it is used to track many different things from strenuous activity to the debilitating effects of disease or magic.

Physical Effort

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. There are three classes of effort: Light, Medium and Strenuous. The length of time a character can engage in an activity without becoming fatigued is determined by his CON, as detailed under each category. Once this time has elapsed characters must make an appropriate skill roll – either Athletics, Brawn or Endurance – to resist gaining a level of Fatigue.

Unless the recipient of some form of magic that naturally extends wakefulness, all characters need sleep. A character can remain awake for a number of hours equal to twice CON before needing to make an Endurance roll. If successful, the character can continue to function normally for a number of hours equal to half CON before needing to make a further Endurance roll, although this roll will be one grade harder than the last. Each failed roll accrues one level of fatigue.

Effects 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 some types of magic 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.

It is perfectly possible to accrue Fatigue from several sources, potentially making some situations more dangerous.

For example, a thief climbs the flanks of an extinct volcano to reach a long-forgotten temple, in which fantastically precious jewels are reputed to be hidden. By the time he crests the crater rim his Fatigue level has reached Tired. Spurred on by sighting the ruins upon an island at the centre of the flooded

Fatigue Levels

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

Physical Effort Table

Effort	How Long?	Example	Skill Roll
Light	CON in hours	Activity that places no strain on the body. All reasonable activities at a steady pace.	Very Easy grade roll vs either Athletics, Brawn or Endurance according to the task (Athletics for exercise; Brawn for heavy lifting; Endurance for general activities).
Medium	CON in minutes	Manual labour; sustained physical exercise.	As above, but at Easy grade.
Strenuous	CON in seconds (rounded up to the next Combat Round)	Combat; struggling against the elements; physical activity in extremely adverse circumstances.	Standard grade roll vs either Athletics, Brawn or Endurance according to the task (Athletics for exercise; Brawn for heavy lifting; Endurance for Combat).

caldera, the thief foolishly undertakes the swim before resting; in the process losing several more levels of Fatigue from failed Swim rolls. When the scaly guardian of the sacred temple pulls him under the surface, the fatigue accrual from drowning starts from his current level of Exhausted, and he swiftly dies, lacking the energy to put up much of a fight.

Recovering from Fatigue

Characters recover from Fatigue depending on their Healing Rate. The amount of complete rest needed to recover from each level of accrued Fatigue is equal to the Recovery Period divided by the character's Healing Rate.

Note that the table represents fatigue recovery for physical exertion. Fatigue recovery can be much faster when recovering from asphyxiation or slower if recuperating from blood loss.

Managing Fatigue

Managing Fatigue, and its effects makes for additional book-keeping. To simplify things, Games Masters can decide that only certain types of activity contribute towards Fatigue. But common sense should apply. A character dressed in full plate armour, in a tropical jungle, on a hot summer's day, could not spend three hours hacking his way through the foliage without suffering fatigue in some way. Similarly carrying heavy loads, trekking uphill, foot chases, long swims or digging out an ancient necropolis are all going to take their toll on a character, potentially tiring him at a crucial moment.

Fires

Fires are always a source of danger when used as a weapon or rage out of control. They damage both people and objects; how much is dependent on the intensity of the source. 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 clearly 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	Room filling conflagration	1d2	2d6
5	Volcanic lava	Instant	3d6

Healing from Injury

Natural healing from wounds and injuries is based on the character's Healing Rate. The Healing Rate dictates how many Hit Points are recovered in a location 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 damage taking him to −3 in a Hit Location, a Serious Wound, will heal naturally at a rate of 3 Hit Points per week until his wound goes above zero, and then heal 3 Hit Points per day until fully recovered.

There are certain restrictions on natural healing:

⚜ 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.
⚜ Natural healing will not begin to heal a Major Wound until that location has been treated with a successful Healing roll (see page 46). Non-dismembering Major Wounds which are not treated within a number of days equal to one twentieth of the Healing skill become maimed, permanently reducing the Hit Points of the location.

Guidance on how to stage combat to take into account these lengthy healing times is provided in the Games Mastery chapter (see Pacing Combat Encounters page 285).

Magical Healing

Some magic can heal the wounds suffered by a victim. Yet there are specific restrictions as to what level of wound can be treated by each spell. For example the Common Magic spell Heal cures only Minor Wounds, whereas the Sorcery spell of Regeneration can heal both Minor and Serious Wounds. There are few magics which can reverse the traumatic injuries of a Major Wound.

No matter how petty the healing spell or miracle, its application is always enough to stabilise any type of wound, preventing bleeding and immediate death even if it doesn't actually cure the underlying injury. Note that this only applies to gross physical trauma, not to conditions brought about by suffocation, poison, and the like.

Permanent Injuries

Some Major Wounds, and certain poisons or diseases 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, roll 1d3 and consult the following table to see the extent of the maiming:

In those cases where the maiming involved the loss of a limb, reduce the d20 numbers for that Hit Location by an appropriate amount. For example the Right Arm of a humanoid is normally struck on a roll of 13-15 on a d20. If however the arm was severed at the elbow then locations 13-14 no longer exist, and being

Permanent Injury Table

1d3	Hit Point Reduction	Maiming Result
1	Character permanently loses one third of the Hit Points in that location	If a limb, this represents the maiming of a hand or foot. If the head, the character loses one of his sensory organs, eye, ear, nose or tongue Anywhere else it denotes a disfiguring scar.
2	Character permanently loses two thirds of the Hit Points in that location	A limb is maimed from the elbow or knee down. The head loses two sensory organs. Torso exhibits a gruesomely horrible scar.
3	Location is reduced to a single Hit Point	Limbs are maimed from the shoulder or hip down. The head either loses three sensory organs, half the face or the entire jaw. Chest or abdomen shows such a horrific scar or deformation nobody seeing the healed wound can comprehend how the victim survived.

struck there means the attack actually misses! Characters vindictive enough to target such a maimed limb using Choose Location must roll a 1d3 to see if they actually hit the remaining parts.

Anathaym's Saga

After months of practice Anathaym finally succeeds in defeating Xenos in the practice circle, humiliating the proud noble by tripping him, and forcing his surrender at spear point in front of his friends. She spends that evening foolishly drinking wine in celebration. When she eventually leaves the tavern, the warrioress is too drunk to notice the sinister cloaked figures who follow, and drag her into a dark alleyway.

Whilst two of her assaulters pin her down, the third draws a club which he smashes down onto her spear hand, twice, pulping every bone in the appendage. Then, the men pick her up, laughing cruelly, and Anathaym recognises the supercilious voice of her rival as she passes out. When she finally awakens she discovers herself abandoned in the dry hills many leagues from Meeros.

Suffering from the pain and delirium of the Major Wound, it takes four days to stumble back to Meeros, but she finally reaches the city's modest Shrine of Healing, located in the poor quarter. The serving acolyte explains that the wound is beyond her powers to heal magically, and too much time has already passed to avoid it being maimed. However, she successfully performs her Healing roll, ensuring that the hand does not become infected and can start to recover, albeit with slightly twisted fingers and frozen knuckles.

Anathaym has little choice but to heal naturally. With her right arm at -6 it would normally take a month at her Healing Rate of 3 to recover to the point at which the Major Wound is reduced to just a Serious one. The maiming injury however, has permanently reduced her limb by two Hit Points. This new level means the Serious Wound threshold of that arm is now -1 Hit Point, so it takes two months to recover − at which point another visit to the acolyte magically cures the remaining damage.

Her right hand crippled to the point of near uselessness, Anathaym is driven by her hatred for Xenos, and begins to learn how to use her spear left handed...

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.

Usually inanimate objects offer no resistance to damage, save for their Armour Points. However in the case of items that can restrict or offer a significant resistance to breakage attempts (such as a barred door, or ropes used to restrain hands and feet), the character must succeed with either a Brawn, Unarmed or weapon attack roll, as appropriate, to inflict damage. A successful roll deals damage to the item as per the weapon type; a failed roll has simply failed to apply enough force or damage to the item to deteriorate its condition. Refer to the description of the Brawn skill to determine what damage it inflicts.

The Inanimate Objects table gives some example objects, along with their Armour Points and Hit Points.

Using Weapons Against 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 anvil may damage the anvil, but the axe itself will be destroyed long before the anvil 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.

Luck Points

Luck Points help differentiate heroes from the rank and file. They represent a character's ability to potentially turn failure into success, and even cheat death,

Every character starts with a number of Luck Points as described in the Attributes section of the Basic Character Creation chapter. Luck Points can be used during play and, at the beginning of the next session, replenish to their usual value.

For example, Emma and her friends meet every Friday for their weekly Mythras game. One Friday night Emma, playing Anathaym, is given cause to use all her character's Luck Points for a variety of reasons. Out of Luck Points, Anathaym manages to survive with no catastrophic consequences till the end of the game session. However, when the players reconvene on the following Friday, Anathaym's Luck Points will have replenished back to their normal value.

Luck Points only increase if the POW characteristic increases, or some form of magic provides a temporary increase in some fashion.

Using Luck Points

Luck points can be used in a variety of ways. Only one Luck Point can be used in support of a particular action. Each of the following options costs a single Luck Point.

Inanimate Objects Armour and Hit Points

Object	Armour Points	Hit Points
Boulder	10	40
Castle gate	8	120
Castle wall (2m section)	10	250
Chain/shackle	8	8
Club	4	4
Dagger	6	4
Hut wall (2m section)	3	15
Iron door	12	75
Rope	6	3
War sword	6	10
Wooden chair	2	6
Wooden door (normal)	4	25
Wooden door (reinforced)	6	30
Wooden fence (2m section)	4	5

Cheat Fate

Characters can use a Luck Point to re-roll any dice roll that affects them. This can be a skill roll, damage roll or anything else that has some effect. Characters can even force an opponent to re-roll an attack or damage roll made against them.

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.

Group Luck Points

The Personal Connections boxed text on page describes how, when characters form personal connections during character creation, the group as a whole gains a pool of Luck Points distinct from those available personally. This pool of Group Luck Points is available to all members of the team to use in precisely the same way as personal Luck Points but only when the character wanting to draw upon the pool needs to do so to aid one of his fellows.

The Games Master should keep track of the Group Luck Points pool (or the players can do this, nominating one of their number to keep track). Group Luck Points refresh in the same way as personal Luck Points: that is, the pool is fully restored at the beginning of the next game session. However if Games Masters feel that the Group Luck Points pool is offering too much of an advantage, or even being abused, it can be made to replenish at an appropriate point in the story – at the end of an adventure for example, or after a reasonable period of down-time.

PASSIONS

Introduced during the character creation chapters, a Passion is any deeply held commitment that has the capacity to influence events during play. Although they can be used as stand-alone abilities (to call them skills is to do them a disservice), passions are further expanded below to explain in more detail how they work, and how they can influence MYTHRAS characters and campaigns.

In summary, 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 20% 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.

During character creation characters establish up to three starting Passions; however new Passions can be developed at any point during a MYTHRAS game session if the circumstances warrant it. One might instantly develop 'Hate X' where someone else does something that would strongly invoke hatred to arise. A lord or chief calling for an oath would immediately establish a Passion of 'Loyalty to X' as soon as that oath is taken or sworn – something explored further in the Cults and Brotherhoods chapter.

Passions developed during play in this way cost no Experience Rolls, and are established there and then. Of course, characters can also choose to establish a Passion during improvement, at the cost of an Experience roll to gain a Passion at its base value: see the chart on page 23 of the Culture and Community chapter.

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

Change	+/-
Weak	1d10
Moderate	1d10+5
Strong	1d10+10

Further advice for Games Masters on using Passions to drive a scenario or campaign is provided in the Games Mastery Chapter.

SURVIVAL

Characters may find themselves in hostile environments: deserts, arctic landscapes, mountains, rain-lashed moorlands, and so on. In such environments characters may find themselves battling the elements, and the three big killers: exposure, starvation, and thirst.

Each danger has a specific onset time before a critical point is reached, after which debilitation occurs at a steady rate:

✻ Exposure occurs when the body is insufficiently protected against a hostile environment. Assuming suitable clothing it usually starts to take effect after CON hours. The subsequent Exposure Rate can range from daily to mere minutes depending on the weather conditions. See Temperature, page 84.

✻ Starvation takes place after an extended period without food. Critical levels of starvation begin after a number of days equal to half CON. After this the Starvation Rate is daily.

✻ Dehydration begins after CON x4 hours; although in arid or hot environments this might be CON x3 or even CON x2. The ensuing Dehydration Rate depends on the ambient aridity or humidity of the environment. See Precipitation page 84.

Once any of the above conditions take hold characters start to accrue Fatigue levels. An Endurance roll is required at onset, which is then repeated every time the Exposure, Starvation or Dehydration Rate cycles. If the roll is failed then a level of Fatigued is accrued.

Care should be taken to apply any skill penalties suffered for the current level of Fatigue. Eventually their increasing debilitation steadily wears down the character's capabilities until Incapacitation is reached. Thereafter, without help death will swiftly follow.

TRAPS

Traps are ubiquitous devices used by every culture from the digging of pitfalls to capture animals to death-traps guarding tombs for all eternity. These devices are built for a range of purposes, each specifically tailored to raising an alarm, capturing interlopers, or maiming and killing thieves outright.

Constructing traps requires that the builder knows either the Mechanisms or Engineering skill. Small traps such as bear traps or trapped locks require Mechanisms, whereas large scale constructions like spiked pits or rolling boulders need Engineering.

Beyond hiring the constructing craftsman, traps often have very expensive component or manual labour costs. As a general guideline alarms cost the skill of the creator in copper pieces, ensnaring traps the same in silver, and death-traps require payment in gold.

All traps have a Difficulty rating which represents how difficult it is to perceive, disarm or avoid. This value is treated as its skill when resisted in an opposed roll.

Despite the many entertaining tales told by storytellers, traps – especially those intended to kill – rarely have a method of cleverly avoiding or reversing their effects once set in motion. Without magic or good fortune, those caught in a death-trap usually succumb to its highly efficient purpose. In short, they are not intended to be survivable. Unless the trap has some cunning design or is some sort of enduring magical enchantment, once it has been sprung it must be manually reset.

Trap Traits

Traps are described using the following traits.

Purpose

The purpose of the trap.

- Alarm – Trap sends a silent or audible signal that it has been triggered.
- Ensnaring – Trap is designed to capture anyone who triggers or enters it.
- Maiming – Trap is intended to critically injure whoever triggers it.
- Death – Trap is intended to kill those who activate its lethal devices.

Trigger

The way the trap is set off.

Difficulty

The challenge rating of the trap, which is equal to the value of the Mechanisms or Engineering skill which created it. For instance a scything blade trap built into the base of a treasure chest by a craftsman with Mechanisms 70% grants the trap a Difficulty of 70%. The trap would thereafter use this value in opposed rolls to see if the blade can be spotted, evaded or disarmed.

Resistance

How the trap is resisted – typically using Brawn, Evade or parrying with a Combat Style which uses a shield. Resistance is rolled when the trap is triggered.

Effect

What happens when the trap is sprung, and the victim(s) fail to resist. Usually this results in the alerting of antagonists if an alarm or the capture of victims if designed to ensnare. Maiming and death-traps obviously injure the victim, although some death-traps utilise other means than direct damage to inflict harm, such as drowning or poison. To restrict overly deadly traps, the damage inflicted by these

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Building Traps

Use the Task rules (page 66 onwards) as the basis for building traps, with the task round measured in hourly increments depending on the sophistication of the device. If Enhancements are achieved, boost the trap's Difficulty by +5% for each Enhancement gained.

devices is limited by the skill of its creator. Force is noted for those traps which fire projectiles which can be parried.

Death Trap Damage Limits

Maker's Skill	Damage	Size/Force
1-10%	1d2	Small
11-20%	1d4	Small
21-30%	1d6	Medium
31-40%	1d8	Medium
41-50%	1d10	Large
51-60%	2d6	Large
61-70%	1d8+1d6	Huge
71-80%	2d8	Huge
81-90%	1d10+1d8	Enormous
91-100%	2d10	Enormous

Sample Traps

These are example traps which Games Masters can use as templates to create their own devious devices.

Crushing Roof

This trap often takes the form of a small room or short length of corridor. The trap has a lure of some sort, usually something of an artistic or valuable nature which attracts the victim to enter. Most crushing roof traps are dead ends with only one entry, perhaps with a false door on the other side; although rarely they are utilised as additional security to prevent illicit access to a real doorway.

When triggered the entry portal slams closed with a metal portcullis which locks into place. The roof then gradually lowers, its support pillars sinking into the floor as their supporting sand flows away; or if the ceiling is suspended from some sort of ratchet device, the chains play out.

Due to the difficulty of carving entire roofs from a single piece of rock, most ceilings are actually made of plastered wood, weighted on top with large rocks to provide extra mass. Unless the creator deliberately incorporated a secret trapdoor in the ceiling to provide an emergency escape route, victims typically suffer a long, slow demise as the weight of the roof crushes them to death.

Purpose: Death
Trigger: Moving the lure object
Difficulty: 80%
Resistance: Evade to dive clear of the room before the entry slams shut. If several characters are trapped within the chamber, they may attempt to support the roof with Brawn whilst a companion attempts to open the door or find something with which to wedge or support the roof. In this circumstance add the SIZ and STR of every resisting character to calculate their combined Damage Modifier, and use this value with the highest Brawn skill of the party against the trap's Damage Modifier of 2d8.

Effect: Once the ceiling lowers far enough, victims become pinned to the floor, and receive 2d8 damage per round to a random Hit Location (armour does not protect), eventually crushing every bone in their body.

Pitfall

A pitfall is an archetypal trap used by every culture. It can take the form a simple dug pit, covered by branches and leaves or reach the sophistication of stone walled sumps beneath hinged false floors which are counterbalanced to swing back up into place after a victim drops in.

Pitfalls need not be particularly deep. If designed for capture, a simple amphora or lobster pot shape will prevent escape by climbing, as will walls which are chiselled smooth or made from crumbling material which gives way under a character's weight.

Pits which are instead intended to kill usually line the floor with dozens of stakes, closely packed so that a falling character will inevitably become impaled. Other options could include filling the bottom with a weak acid, water deep enough to drown in, or starving rats.

Purpose: Ensnaring or Death
Trigger: Walking across the false surface covering the pit
Difficulty: 60%
Resistance: Either Evade to jump clear or a Hard Athletics roll to catch the edge as they drop.
Effect: The drop into the pit inflicts 2d6 damage to a random Hit Location, armour does not protect. Secondary effects are left to the Games Master's imagination.

Spear Trap

Spear traps are complex devices requiring hidden niches or a separate chamber in which their mechanical launchers must be set. Their primary mode of operating is to drive a spear through a wall or floor, powered by a counterweighted lever or compressed spring.

The manner of their placement can be quite inventive. Instead of the traditional spear hidden behind plaster or bas-reliefs, some versions have the spear in plain sight, held in the raised hand of an innocuous looking statue for instance, whose arm might pivot down to stab a victim from above.

Purpose: Maiming
Trigger: Stepping on a pressure plate or moving an object
Difficulty: 75%
Resistance: Either Evade to dive aside or a Hard parry roll if wielding a shield.
Effect: The spear inflicts 2d8 damage to a random Hit Location, but can be (partially) parried by a shield if its size is sufficient to counteract the spear's size of Huge. If the trap gains one or more levels of success over the victim it can apply Special Effects, such as Impale.

Visibility

The table opposite gives rough distances in metres for the visibility of man-sized objects, according to the ambient weather and quality of light. Whilst intended to represent human sight other species may have more acute vision; the eyesight of an Iqari for instance (see page 252) might triple these distances.

The SIZ of what someone is trying to observe also affects its visibility, as will other factors such as obscuring undergrowth, background terrain, and possible camouflage. Assume targets with SIZ 10 or below halve the range at which they can be spotted, and that

Visibility Table

Conditions	Daylight	Twilight	Moonlight	Moonless Night
Clear	500	300	50	25
Overcast	400	250	50	25
Moderate Fog	150	100	25	15
Dense Fog	50	30	15	10
Wind-driven snow	35	25	10	5
Sand/dust storm	20	15	10	5

larger objects increase the range by one multiple for every 10 points of SIZ over 20. So a SIZ 22 minotaur can be seen at double the distance, whereas a SIZ 37 cyclops could be spotted at triple the distance.

The same values can also be used for the primary senses of other creatures, such as an acute sense of smell or hearing. However in these cases it an alternate modifier should be applied rather than SIZ.

Weather

Weather conditions can have a significant effect on the local environment. The main aspects of weather are precipitation, temperature, and wind. These are detailed for the purposes of modelling weather magic, reduction of character skills, and calculating the effects of weather on Survival. No tables are provided to generate random weather conditions, which are very much setting dependent.

Precipitation

Precipitation relates to the amount of moisture which falls out of the sky. Depending on the temperature it can range between rain, sleet and snow, with hail falling during storms. The base chance of it raining is equal to the relative humidity. The amount of rain per hour and duration of the fall can be calculated by looking up the relevant entry on the Precipitation table.

Normally precipitation has little effect on characters save to slow down travel if excessive rain causes flooding, or snow begins to drift, obscuring or blocking paths. Rain also makes characters wet, which may increase their chance of suffering exposure if the ambient conditions are windy or cold.

Temperature

Temperate can vary dramatically due to climate, season, and elevation, depending on the campaign world and where scenarios are set. The following table provides a guideline for the effects of extreme temperature on characters.

Wearing suitable local clothing permits a character a grace period of their CON in hours before exposure sets in. After this point they need to seek shelter or start to suffer Fatigue loss (see Survival page 49). Wet characters shift the Exposure Rate one step cooler. Light or moderate gale force winds also shift Exposure Rate by one step cooler, whilst strong gales and storms shift it two steps.

WIND TABLE

Wind STR	Sample	Skill Grade	Movement Rate
0-15	Calm Day/Light Breeze	Standard	Normal
16-30	Moderate Breeze	Standard	Normal
31-45	Strong Breeze	Standard	Two Thirds
46-60	Light Gale	Hard	Two Thirds
61-75	Moderate Gale	Hard	Half
76-90	Strong Gale	Formidable	Half
91+	Storm/Hurricane	Formidable	One Third

TEMPERATURE TABLE

Temp oC	Climate	Risk of Exposure	Exposure Rate
Below -20	Glacial	Yes	Minutes
-19 – -10	Freezing	Yes	15 Minutes
-9 – 0	Cold	Yes	Hourly
1– 10	Chill	Yes	Daily
11 – 20	Cool	No	None
21 – 30	Warm	No	None
31 – 40	Hot	Yes	Hourly

PRECIPITATION TABLE

Relative Humidity	Typical Cloud Cover	Amount per Hour	Duration	Dehydration Rate
0-12	None	None	None	Hourly
13-25	Scant cloud	Very light (0-1mm)	1d10 minutes	2 Hours
26-37	Scattered cloud	Light (1-2.5mm)	1d6 x10 minutes	3 Hours
38-50	Heavy cloud	Moderate (2.5-10mm)	1d2 hours	4 Hours
51-62	Slightly Overcast	Heavy (11-25mm)	1d3 hours	4 Hours
63-75	Moderately Overcast	Very Heavy (26-50mm)	1d6 hours	3 Hours
76-87	Completely Overcast	Monsoon (51-80mm)	1d8 hours	2 Hours
88-100	Storm Clouds	Deluge (81+mm)	1d12 hours	Hourly

WIND

Wind, especially very strong winds, can have an adverse effect on activity. A wind's Strength (STR) is expressed in kilometres per hour of velocity. Its effect on physical skills – those involving STR or DEX – is detailed in the Skill Grade column; effects on Movement Rate in the Movement Rate column (for example, a Light Gale of STR 50 reduces human walking speed to two thirds or 4 metres; whilst a STR 95 Storm reduces it to 2 metres).