

ବାହ୍ୟିକ ପରିବାର ଏବଂ ଜୀବନ ସମ୍ବନ୍ଧରେ ଅଧିକ ଜାଣିବା ପାଇଁ ଏହା ଏକ ଗୁରୁତ୍ବପାଦିତ ଗେମ ଯାଏଇଲା

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INTRODUCTION

MYTHRAS comes from a long tradition of roleplaying game systems based around a common set of principles, and using percentile dice (d100 or d%) to resolve most activities. There are several similar systems available, all of them broadly compatible, but each with their own nuances and unique approaches.

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 MYTHRAS'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*.

In bringing you *MYTHRAS* there is a large roster of people to thank: the credits page lists all those involved in helping bring you this game. There are, however, a few people worthy of a very special mention:

- ❖ Dr John Hutchinson for his valuable contributions that helped get this project underway.
 - ❖ The many, many loyal fans of the game who encouraged us and supported us whilst writing the rules.
 - ❖ Our families for allowing us to have this vision and for sharing it with us.

We very much hope that you enjoy MYTHRAS. We have enjoyed making it for you.

The Design Mechanism, May 2016

ORGANISATION

MYTHRAS is divided into 16 chapters and an appendix.

CHAPTERS 1 TO 3: CHARACTER CREATION

Character creation is covered in these three chapters, with each chapter building on the last. Basic Character Creation starts the process with Culture and Community, and Careers and Development adding further depth. Players should start here to create their first MYTHRAS characters.

CHAPTER 4: SKILLS

Each of the skills used in MYTHRAS are explained in depth, with descriptions of the different ways skills can be employed.

CHAPTER 5: ECONOMICS AND EQUIPMENT

This chapter looks at the use of money and social class in MYTH-RAS, examining income, its use, and different social levels in MYTH-RAS's cultures. All manner of adventuring equipment, from armour and weapons, through to tools and vehicles, are then described. This chapter also includes rules for building and repairing items.

CHAPTER 6: GAME MECHANICS

Rules for a myriad of different situations are covered here, including rules for character experience, advancement, and training.

CHAPTER 7: COMBAT

Fighting – close combat and ranged – is this chapter’s focus. It describes how combats work, need to be run, the use of Special Effects, and other combat techniques.

CHAPTER 8: MAGIC

This is the introductory chapter for MYTHRAS's five different magic systems. It explores the fundamentals of magic in its different forms. The chapter offers suggestions and advice on structuring magic in a MYTHRAS campaign, and how to gain, manage, and restore magic points.

CHAPTERS 9, 10, 11, 12 AND 13: MAGIC SYSTEMS

Folk Magic, Animism, Mysticism, Sorcery, and Theism are the different magic systems MYTHRAS uses, each with its own chapter. The various differences are explained, and the powers offered by the magic system explored.

CHAPTER 14: CULTS AND BROTHERHOODS

Religious, magical and secular organisations, as well as other kinds of societies are detailed in this chapter. Cults are an important part of MYTHRAS, and they are covered in significant detail along with templates for many different kinds of cult, order, school and so on for Games Masters and Players to build upon for their own campaigns.

CHAPTER 15: CREATURES

Insects, mammals, fish, and monsters from myth and legend are this chapter's focus. As well as providing statistical entries for well over 50 creatures, extensive notes are given on how to use creatures in MYTHRAS games, including using different races as player characters, and designing your own creatures.

CHAPTER 16: GAMES MASTERY

This chapter offers copious notes, thoughts and guidance on how to Games Master MYTHRAS games. Areas for consideration are summarised, options explored, and different ways of using the rules offered. An invaluable chapter for new and old MYTHRAS Games Masters alike.

APPENDIX

Character sheet and other play-aids.

GLOSSARY OF TERMS

Many different terms and phrases are used throughout MYTHRAS to denote certain features, functions and game effects. A glossary of the most frequent, and important, follows:

Attributes: Game abilities derived from one or more Characteristics: Action Points, Hit Points, Magic Points, and so forth.

Characteristic: One of seven identifiers used in character creation: Strength, Constitution, Size, and so on.

Combat Round: A period of five seconds used to measure the detailed activities during combat.

Cycle: The sequence in which all characters act, taking turns, during a Combat Round.

Dice Step: Used to denote a change from one dice type to another. The usual progression is: 1d2, 1d3, 1d4, 1d6, 1d8, 1d10, 1d12.

Differential Roll: Where a degree of success is needed to judge the outcome of a matching of skills.

Grade: Used to indicate the progression in difficulty of skills.

Initiative: A measure of when a character acts during a Cycle.

Intensity: A spell or magical effect's level of power.

Magical Discipline: A type of magic, such as Folk Magic, Animism, or Sorcery.

Magical Tradition: A specific grouping of spells or magical effects within a Magical Discipline. A Mystical Tradition, for example, includes specific magical abilities exclusive to that Tradition.

Magnitude: A spell or magical effect's ability to resist being dispelled.

Opposed Roll: Where two or more dice rolls are made and the results directly compared to determine a winner and loser.

Special Effect: A particular effect generated during combat when one participant secures a better level of dice success than an opponent.

Skill: A capability a character has in a particular field. Skills are rated on a 1 to 100 (and above) scale.

Turn: The point at which a character acts during a Cycle.

XdY: Where this formula is used – 3d6 for example – the first number indicates the number of dice used, and the second indicates the type of dice (four sided, six sided, eight sided, and so on).

XdY+n: This formula signifies rolling the appropriate dice and adding a number. 2d6+6 means roll two six-sided dice and add six to the result.

DICE USED IN THE GAME

MYTHRAS uses the standard range of roleplaying polyhedral dice: d4, d6, d8, d10, d12, and d20. Additionally, the game calls for the use of a d2 and d3:

d2: Roll any die. An odds number equals 1 and evens equals 2. Or flip a coin.

d3: Roll a six-sided die; 1-2 = 1, 3-4 = 2, 5-6 = 3.

For a d100, take a pair of d10 and decide which one will be the 10s and which the units. The result is a number between 01 and 00 (100). This is sometimes known as 'd0%'.

Each die has its own uses. D100 is most frequently used for skill rolls. D20 is used for identifying a location struck during combat. The others are used in different combinations generally for weapon damage and injuries.

All the dice used can be bought from good game stores, and online, in sets or individually.