

## Mythras Ranged Combat Situational Modifiers V1.1

Situation	Skills	Move
Augmenting oneself or another with appropriate skill or passion	20% of augmenting skill (GM decides: needs to be entertaining (Does it elicit an excited or emotional response? Does it reveal something of character without being tediously repetitive. Does it put your character in genuine risk. Does it reveal something of Glorantha). With <b>passion</b> needs to be in addition thematically and dramatically important	
Light Wind	Hard (=2/3)	
Moderate Wind	Formidable (=1/2)	
Strong Wind	Herculean (=1/10)	
Gale, Storm or Worse	Hopeless	
Target is running	Hard (=2/3)	
Target is sprinting	Formidable (=1/2)	
Target partially obscured by cover, mist or in partial darkness	Hard (=2/3)	
Target mostly obscured by cover, thick smoke, fog or is in darkness	Formidable (=1/2)	
Target is completely obscured	Herculean (=1/10)	
Blinded or loss of primary perceptive sense	Hopeless	
Target prone	Formidable (=1/2)	
Fighting while prone	Herculean (=1/10)	
Attacker on unstable ground	Hard (=2/3)	
Aiming for one Combat Round	Improve by one Grade	
Firing into crowd - specific target at edge of crowd /melee	<b>At least Hard (2/3) . If would hit without modifier - targets adjacent</b>	
Firing into crowd - through to a target in midst or other side	<b>At least Formidable(=1/2) If would hit without modifier - targets adjacent</b>	
Riding / Driving	Capped by Ride or Driver's Drive	
Firing on the move	Faster than walk: Only if knows skirmisher trait but then capped by athletics	
Fighting while crouching or from one knee	Hard (=2/3)	
Attacking in a confined situation	Hard (=2/3)	
Fatigue : Fresh	-	-
Fatigue: Winded	Hard (=2/3)	
Fatigue: Tired	Hard (=2/3)	-1
Fatigue: Wearied	Formidable ( <b>=1/2</b> )	-2
Fatigue: Exhausted	Formidable ( <b>=1/2</b> )	Halved
Fatigue: Debilitated	Herculean (=1/10)	Halved
Fatigue: Incapacitated	Herculean (=1/10)	Immobile
Fatigue: Semiconscious	Hopeless	No activity
Fatigue: Comatose	No activities possible	No activity
Fatigue: Dead	Dead	
ENC carried > 2xSTR	One Difficulty Grade Harder	-2
ENC carried > 3xSTR	Two Difficulty Grades Harder	-50 %
ENC carried > 4xSTR	Cannot move	
In Spirit Combat	In mundane world can select spirit or other opponent	
Using different weapons	STR+DEX	
Substantially different weapon (siz, len, method of use ( <i>special effects etc</i> ))		
Reasonably different (great vs broadsword)	Combat Style – 2 grades Cannot go less than STR+DEX	
Broadly similar (broadsword / shortsword)	Combat Style – 1 grade Cannot go less than STR+DEX	
Similar (scimitar vs broadsword)	Combat style	
Unfamiliar with familiar (scimitar with shield instead of broadsword with shield)	Combat Style – 1 grade Cannot go less than STR+DEX	

### Distance and Target Size Effect

Distance								
Target Size	<=20m	21-40m	41-60m	61-80m	81-100m	101-120m	121-140m	each 20m
1-10	1 step harder		2 steps harder		3 steps harder		4 steps harder	Follow progression
11-20	No effect	1 step harder		2 steps harder		3 steps harder		
21-40	1 step easier	No effect	1 step harder		2 steps harder		3 steps harder	
41-80	1 step easier		No effect	1 step harder		2 steps harder		
81-150	2 steps easier	1 step easier		No effect	1 step harder		2 steps harder	
151-300	2 steps easier		1 step easier		No effect	1 step harder		

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