

Defensive Special Effects v1.6

Accidental Injury	<ul style="list-style-type: none"> Attacker Fumbles. The defender deflects or twists an opponent's attack in such a way that he fumbles, injuring himself. The attacker must roll damage against himself in a random hit location using the weapon used to strike. If unarmed he tears or breaks something internal, the damage roll ignoring any armour.
Blind Opponent	<ul style="list-style-type: none"> Defender Criticals. defender briefly blinds his opponent by throwing sand, reflecting sunlight off his shield... The attacker must make an opposed roll of his Evade skill (or Weapon style if using a shield) vs the defender's original parry roll. If the attacker fails he suffers the Blindness situational modifier of Herculean (skill is 1/10th) for the next 1d3 turns,
Enhance Parry	<ul style="list-style-type: none"> Defender Criticals. Defender manages to deflect the entire force of an attack, no matter the Size of his weapon.
Force Failure	<ul style="list-style-type: none"> Opponent Fumbles Combine with any other Special Effect which requires an opposed roll to work. Causes the opponent to fail his resistance roll by default
Pin Weapon	<ul style="list-style-type: none"> Defender Criticals Pin one of his opponent's weapons or shield, using his body or positioning to hold it in place. Opponent lacking a weapon or shield in the other hand may only avoid an attack by evading, using his Unarmed skill or disengaging completely. On his turn the opponent may attempt to wrestle or manoeuvre the pinned item free. Costs an Action Point (see Grip).
Select Target	<ul style="list-style-type: none"> Attacker Fumbles. When an attacker fumbles, the defender may manoeuvre or deflect the blow in such a way that it hits an adjacent bystander instead. This requires that the new target is within reach of the attacker's close combat weapon, or in the case of a ranged attack, is standing along the line of fire. The new victim is taken completely by surprise by the unexpected accident and has no chance to avoid the attack which automatically hits. In compensation however, they suffer no special effect
Slip Free	<ul style="list-style-type: none"> Defender Criticals. On a critical the defender can automatically escape being Entangled, Gripped, or Pinned.
Weapon Malfunction	<ul style="list-style-type: none"> Attacker Fumbles. Ranged weapons. Your firearm or bow malfunctions making it useless. Weapon will not work again until time can be spent cleaning and repairing it.
Arise	<ul style="list-style-type: none"> Allows the defender to use a momentary opening to roll to their feet
Close Range	<ul style="list-style-type: none"> End up at the Range favoured by the shorter weapon (see Weapon Reach page 157).). Longer weapon cannot parry. Longer weapons attack is only 1d3+1 and size is reduced by differences in reach.
Compel Surrender	<ul style="list-style-type: none"> Force the surrender of a disadvantaged opponent; (has been disarmed, unable to regain his footing, serious (or worse) wound...) If understands the demand, the target must make an opposed roll of Willpower vs the original attack or parry roll. If the target fails, they capitulate.
Damage Weapon	<ul style="list-style-type: none"> Damage opponent's weapon. Weapon AP reduce damage.
Disarm Opponent	<ul style="list-style-type: none"> Knocks, yanks or twists the opponent's weapon out of his hand. Works only on creatures of up to twice the attacker's STR. Opposed roll of his Combat Style vs the original roll. Each step that the disarming character's weapon is larger increases the difficulty of the opponent's roll by one grade and conversely Weapon is flung a distance roll of the disarmer's Damage Modifier in metres. If no Damage Modifier then drops at the feet.

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Distract	<ul style="list-style-type: none"> The hero intimidates, tricks, or taunts the target as part of the attack in an attempt to distract them. The hero makes a Deceit (for tricks), Influence (for taunts), or Influence augmented by appropriate intimidating skill roll as a Free Action, Opposed by the Insight of the target. If the target is unsuccessful, the next check they make as part of an Action (Proactive or Reactive) is one grade harder. <i>(Optional – From Destined (Mythras supplement))</i> Ruling: Not stackable from multiple opponents. Stackable from single opponent if you win multiple special effects at the same time. Depending on the opponent and distraction style - some opponents might not be distracted by a certain style
Entangle	<ul style="list-style-type: none"> Entangling Weapons immobilise the location struck. An entangled arm cannot use whatever it is holding; a snared leg prevents the target from moving; whilst an enmeshed head, chest or abdomen makes all skill rolls one grade harder. following turn the wielder may spend an Action Point to automatically Trip Opponent. An entangled victim can attempt to free himself on his turn by either attempting an opposed roll using Brawn to yank free, or win a Special Effect and select Damage Weapon, Disarm Opponent or Slip Free.
Inject Venom	<ul style="list-style-type: none"> Venomous or Inject Venom weapon No damage – finds a weak point in armor for poisoning.
Open Range	<ul style="list-style-type: none"> Permits the character to automatically change the engagement range between himself and his opponent, so that they end up at the Range favoured by the longer weapon (see (see Weapon Reach - Closing and Opening Range page 157). Shorter weapon cannot attack except opponents weapon/attacking limb
Overextend Opponent	<ul style="list-style-type: none"> The defender sidesteps or retreats at an inconvenient moment, causing the attacker to overreach himself. Opponent cannot attack on his next turn. Stackable.
Prepare Counter	<ul style="list-style-type: none"> The defender reads the patterns of his foe and preplans a counter against a specific Special Effect (which should be noted down in secret). If his opponent attempts to inflict the chosen Special Effect upon him during the fight, the defender instantly substitutes the attackers effect with one of his own (ANY SE) offensive or defensive but the SE has to fit the context), which succeeds automatically.
Scar Foe	<ul style="list-style-type: none"> Bladed weapons or Small weapons. The combatant inflicts his opponent with a scar that will be the talk of all for the rest of his or her life - such as an almost-severed-throat, or the letter ‘Z’ artfully inscribed across the chest.
Stand Fast	<ul style="list-style-type: none"> The defender braces himself against the force of an attack, allowing them to avoid the Knockback effects of any damage received.
Take Weapon	<ul style="list-style-type: none"> Unarmed Yank or twist an opponent’s weapon out of his hand. An opposed roll of Combat Style vs the character’s original Unarmed roll. Failure = his weapon is taken and from that moment on, may be used by the character instead. Only works on creatures of up to twice the attacker’s STR
Trip opponent	<ul style="list-style-type: none"> The character attempts to overbalance or throw his opponent to the ground. An opposed roll of his Brawn, Evade or Acrobatics vs the original roll. Failure = falls prone. Quadruped+ opponents may use their Athletics skill for Evade with 1 grade easier. Brawn: If a character’s Damage Modifier is smaller than his opponents, his Brawn roll suffers a penalty of one step per difference and vice versa
Withdraw	<ul style="list-style-type: none"> The defender may automatically withdraw out of reach, breaking off engagement with that particular opponent.

Beige background – Requires critical or opponent’s fumble. Red = requirement or limitation. Green =Stackable
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