

Offensive Special Effects V1.8

Bypass Armour	<ul style="list-style-type: none"> • Attacker Criticals. Finds a gap in the defender's natural or worn armour. • Attacker picks one of natural/worn armor to bypass. Physical protection gained from magic is considered "worn" armor. Stackable
Choose Location	<ul style="list-style-type: none"> • Attacker Criticals Location must be reachable. Rules as Written do not require critical Ranged Weapons if defender is within close range or stationary or unaware of Attacker. Marksman can do this at long range.
Circumvent Parry	<ul style="list-style-type: none"> • Attacker Criticals On a critical the attacker may completely bypass parry.
Force Failure	<ul style="list-style-type: none"> • Defender Fumbles Combine with any other Special Effect which requires an opposed roll to work. Causes the opponent to fail his resistance roll by default
Max Damage	<ul style="list-style-type: none"> • Attacker Criticals Substitute one of weapon's damage dice for its full value. Stackable.
Pin Weapon	<ul style="list-style-type: none"> • Attacker Criticals Pin one of his opponent's weapons or shield, using his body or positioning to hold it in place and so unusable. 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).
Circumvent Cover	<ul style="list-style-type: none"> • Attacker Criticals Ranged weapons. You fire your weapon around a Defender's cover. Trick shot – reduced damage
Overpenetration	<ul style="list-style-type: none"> • Attacker Criticals Ranged weapons. You shoot thru multiple targets that are in line or in a densely packed group. Attacker short travels thru 1st defender and if it overcomes the Armor hits 2nd defender doing 1/2 damage to 2nd defender. Any other special effects apply to 1st defender only

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Bash	<ul style="list-style-type: none"> • Shields or Bludgeoning The attacker deliberately bashes the opponent off balance. • Shields knock an opponent back one metre per for 2 points of damage rolled (prior to any subtractions due to armour, parries), bludgeoning weapons knock back one metre per for 3 points. • Works only on creatures up to twice the attacker's SIZ. • If the recipient is forced backwards into an obstacle, then they must make a Hard Athletics or Acrobatics skill roll to avoid falling or tripping over.
Bleed	<ul style="list-style-type: none"> • Cutting Weapons The attacker can attempt to cut open a major blood vessel. • opposed roll of Endurance vs the original attack roll. Failure - at start of each Combat Round loses one level of Fatigue Bleeding can be stopped by a First Aid skill roll, but the recipient can no longer perform any action without reopening the wound.
Choose Location	<ul style="list-style-type: none"> • In RAW this is normal. House rule Attacker Criticals Location must be reachable. Ranged Weapons if defender is within close range or stationary or unaware of Attacker. Marksman can do this at long range.
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.
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.
Flurry	<ul style="list-style-type: none"> • Unarmed Can make an immediate follow-up attack using a different limb or body part, without needing to wait for its next turn using an extra Action point • A human attacker might follow up a punch to the abdomen with a knee to the face for example. Stackable

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Grip	<ul style="list-style-type: none">• Unarmed May use an empty limb to hold onto the opponent, preventing them from being able to change weapon range or disengage from combat.• A grappled limb is rendered inoperable whilst grappling the head or torso imposes a difficulty penalty of Hard against any skill the opponent attempts. On following turns the grappler may make unarmed attacks to inflict damage (equal to his Damage Modifier) on the body part by crushing, twisting or strangulating it – armor does protect if no special trait. The defender may oppose with his own Unarmed or Brawn skill in order to reduce or block the damage. On the head this would be asphyxiation rules page 71 using 1/5 Endurance as breath time if windpipe choke, would start immediately if artery choke.• The opponent may attempt to break free on his turn using Struggle, requiring an opposed roll of either Brawn or Unarmed vs whichever of the two skills the gripper prefers. 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. A grapple continues until the victim manages to break free. Note that some attackers using Brawn may be so strong that no amount of brute force or cunning technique can overcome their grip. If the gripped victim wins, they manage to break free.• Grappling requires that the limb or appendage is empty, and is capable of hooking, sticking or gripping.																																										
Impale	<ul style="list-style-type: none">• Impaling Weapons The attacker can attempt to drive an impaling weapon deep into the defender.• Roll weapon damage twice, with the attacker choosing which of the two results to use for the attack. If causes a wound, then the attacker has the option of leaving the weapon in the wound, or yanking it free on their next turn.• Leaving the weapon in the wound inflicts a difficulty grade on the victim’s future skill attempts. <table><tr><td>Creature SIZ</td><td>Small weapon</td><td>Medium</td><td>Large</td><td>Huge</td><td>Enormous</td></tr><tr><td>01-10</td><td>Formidable</td><td>Herculean</td><td colspan="3">Incapacitated</td></tr><tr><td>11-20</td><td>Hard</td><td>Formidable</td><td>Herculean</td><td colspan="2">Incapacitated</td></tr><tr><td>21-30</td><td>-</td><td>Hard</td><td>Formidable</td><td>Herculean</td><td>Incapacitated</td></tr><tr><td>31-40</td><td>-</td><td>-</td><td>Hard</td><td>Formidable</td><td>Herculean</td></tr><tr><td>41-50</td><td>-</td><td>-</td><td>-</td><td>Hard</td><td>Formidable</td></tr><tr><td>Per +10</td><td>-</td><td>-</td><td>--</td><td></td><td>Hard</td></tr></table> <ul style="list-style-type: none">• To withdraw an impaled weapon during melee requires use of the Ready Weapon combat action. Must pass an unopposed Brawn roll (or win an opposed Brawn roll if the opponent resists).• Success pulls the weapon free, causing further injury to the same location equal to half the normal damage roll for that weapon, but without any damage modifier. Barbed weapons inflict normal damage. Failure = weapon remained stuck in the wound. Armour does not reduce withdrawal damage. Stuck weapon cannot be used for parrying.	Creature SIZ	Small weapon	Medium	Large	Huge	Enormous	01-10	Formidable	Herculean	Incapacitated			11-20	Hard	Formidable	Herculean	Incapacitated		21-30	-	Hard	Formidable	Herculean	Incapacitated	31-40	-	-	Hard	Formidable	Herculean	41-50	-	-	-	Hard	Formidable	Per +10	-	-	--		Hard
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Inject Venom	<ul style="list-style-type: none">• Venomous or Inject Venom weapon No damage – finds a weak point in armor for poisoning.																																										
Kill Silently	<ul style="list-style-type: none">• Must have assassination trait. Only on Surprised target and then on first round. You neutralize the defender in complete silence. If attack inflicts Serious wound defender fails endurance roll automatically. Defender cannot make any sound for 1 round.																																										
Press Advantage	<ul style="list-style-type: none">• Foe is forced to remain on the defensive and cannot attack on their next turn. Effective against foes concerned with defending themselves.																																										
Remise	<ul style="list-style-type: none">• Small weapons only. Attacker performs a follow up attack with a weapon of size Small on Defender’s next turn. Defender must change a proactive action into a reactive action.																																										
Spoil Spell	<ul style="list-style-type: none">• The character automatically ruins any spell in the process of being cast, providing the blow overcomes Armour Points and injures the target.																																										
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.																																										

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Shift Location	<ul style="list-style-type: none"> • Non ranged weapon. Can change to directly adjacent location. Location must be reachable. Rules as Written do not have this Stackable
Strangle	<ul style="list-style-type: none"> • only usable during a Grapple or from behind on an unsuspecting victim with a weapon that has Strangle trait.. • The weapon, such as a garrote or chain, inflicts its damage for each and every Combat Action the wielder continues to actively crush their victim's throat. • Whilst being strangled, the victim can attempt to wrestle free or damage their opponent so badly they are forced to let go – but act at a penalty due to the strangler being directly behind them. (see Fioricitta)
Stun Location	<ul style="list-style-type: none"> • Bludgeoning weapons or Shield (if marked so) temporarily stun the body part struck. • If injures the target, the defender makes an opposed roll of Endurance vs. the original attack roll. • Failure = the Hit Location is incapacitated for a number of turns equal to the damage inflicted. A blow to the torso causes the defender to stagger winded, only able to defend. A head shot renders the foe briefly insensible.
Sunder	<ul style="list-style-type: none"> • Two handed weapons damage the armour or natural protection of an opponent. • Reduces AP by any damage above AP value. If AP destroyed carries over to HP.
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. 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.
Drop Foe	<ul style="list-style-type: none"> • Ranged Weapons. If target gets at least a minor wound from the shot, endurance vs original attack. Failure = becomes incapacitated and unable to continue fighting. Recovery if First Aid check or healing spell. Lasts one hour divided by the Healing Rate of the target.
Duck Back	<ul style="list-style-type: none"> • Ranged Weapons. Can immediately take cover. Must already be standing or crouching to some form of cover.
Marksman	<ul style="list-style-type: none"> • Ranged Weapon. Permits the shooter to move the Hit Location struck by his shot by one step, to an immediately adjoining body area.
Pin Down	<ul style="list-style-type: none"> • Ranged Weapon. Willpower vs attacker's hit roll. Failure = target hunkers down behind whatever cover is available and cannot return fire on their next Turn. Pin Down works even if no actual damage is inflicted on the target (perhaps due to a successful evasion or shots striking their cover instead). Although a pinned victim is unable to shoot back for the requisite time, they can perform other actions provided they don't expose themselves to fire in the process, such as crawling away to new cover, communicating with others, reloading a weapon and so on.
Rapid Reload	<ul style="list-style-type: none"> • Ranged Weapon. Reduces the reload time for the next shot by one. Stackable

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