

Mythras

THE DESIGN MECHANISM

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Pete Nash, Lawrence Whitaker
& Friends

MYTHRAS

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ABOUT THE COVER

In search of the Eight Treasures of Meeros, Anathaym travelled into the ancient forests of Sykei. She knew the risks: Sykei had ever been the home of the slargr, and it was her hope that she would avoid their hunting trails: the map sold to her by that wily merchant seemed reliable, as did the shield and spear he'd supplied.

Never trust a merchant...

Anathaym didn't hear the slargr - a massive, old male - until it was upon her. She barely had time to whisper her Bladesharp spell. The slargr's huge, clawed fists seized her shield as she brought it into position, just as she'd been trained, and the old leather straps, older, perhaps, than the slargr, groaned and snapped. She cursed the merchant but then she was calm. All she needed was to use her spear to place some distance between her and the monster...

The merchant, she decided, would pay later...

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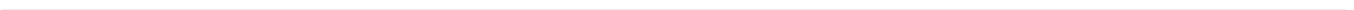




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CHAPTERS 9, 10, 11, 12 AND 13: MAGIC SYSTEMS

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 1d100, 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 'd%'.
 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.

ROUNDING OF NUMBERS AND RESULTS

On some occasions you will be required to divide numbers - typically the rating in a skill (such as for determining a critical success, which is 1/10th of the skill's value). Whenever a division result creates a fraction, always round up to the whole number. So, for instance, 1/10th of 64% is 6.4; this is rounded up to 7.