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## ABOUT MYTHRAS

Mythras is the most refined version of the d100 family of RPGs. With a lineage from Call of Cthulhu, RuneQuest, Stormbringer, etc., Mythras is a flexible RPG toolkit that's been adapted to settings from ancient Rome, Britain, Babylon, and more, to space opera and superheroes (it's even been adapted to everyone's favorite old school dungeon crawling setting). Multiple magic/powers systems and gritty, dangerous combat are hallmarks of d100 RPGs, and Mythras has some of the best on offer.

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## CHARACTERISTICS AND ATTRIBUTES

**Characteristics** are mainly used to derive Attributes and initial Skill values: STR, CON, DEX, SIZ, INT, POW, CHA. (SIZ is physical size and mass. POW is personal aura, or magical or mystical strength.)

**Attributes** are capabilities derived from characteristics: Action Points, Damage Modifier/Bonus, Experience Modifier, Healing Rate, Hit Points, Initiative Bonus, Luck Points, Movement Rate. (Action Points: How many actions in a combat round. Experience Modifier: Character improvement bonus. Luck Points: Re-roll unfavorable or dangerous rolls.)

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## SKILLS

Almost every action or test in Mythras is resolved using a Skill. Jumping over a trench; parrying an attack; casting a spell or activating a super power; determining if someone's telling a lie - all of these are attempted through Skills.

Characters have *Standard* and *Professional* Skills. Standard Skills are those everyone can be expected to have; Professional Skills are those taught through Culture or Career.

## DIFFERENTIAL ROLLS AND OPPOSED ROLLS

Sometimes, Skills are used in opposition to others. There's two types: Differential Rolls and Opposed Rolls. *Differential Rolls* can be summarized with a table:

	Active Crit	Active Success	Active Fail	Active Fumble
Reactive Crit	No differential	One level for reactive	Two levels for reactive	Three levels for reactive
Reactive Success	One level for active	No differential	One level for reactive	Two levels for reactive
Reactive Fail	Two levels for active	One level for active	No differential	No differential
Reactive Fumble	Three levels for active	Two levels for active	No differential	No differential

Differential levels of success are core to Special Effects in combat (Differential Rolls are most commonly used in combat).

*Opposed Rolls* use a 'Blackjack' mechanism; each opponent rolls, and the higher number rolled that succeeds in the skill wins. This might be used for example when one opponent is lying (Deceit skill) and the other is trying to detect the lie (Insight skill).

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## COMBAT

The core ideas in Mythras combat are *Combat Rounds*, *Action Points*, *Proactive and Reactive Actions*, *Combat Styles*, and *Special Effects*.

**Combat Round:** a 5 second period of time.

**Action Points:** How many times a participant may act in a Combat Round.

**Proactive and Reactive Actions:** Proactive Actions are things like attacking, moving, casting a spell, disengaging, etc. Reactive Actions are things like parrying, evading, countering a spell or action, etc. Reactive Actions are taken in response to Proactive Actions. Each type takes one Action Point.

**Combat Style:** A Combat Style is a Skill representing a set of weapons and fighting techniques; Combat Styles may be learned in one's Culture or Career, or may be learned as a hobby. Combat Styles are the Skills used by attackers and defenders in combat.

**Special Effects:** Combat maneuvers that may be used to take advantage of an opponent. Special effects include things like tripping, disarming, stunning, pressing an advantage to prevent the opponent taking other actions, etc. A Special Effect is achieved in combat by gaining a level of differential success.

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## HIT POINTS AND HIT LOCATIONS

In Mythras, hit points are distributed across one's body rather than being a single pool of damage capacity. Each individual hit location (head, chest, leg, etc.) has fewer hit points than a single pool, leading to a more dangerous (and more realistic?) combat experience. Generally, when an attacker succeeds, they roll for a random hit location.