

Mythras

CORRECTIONS, CLARIFICATIONS, ADDITIONS AND ERRATA

3RD REVISION, SEPTEMBER 2018

For the 3rd Revision, we've decided to include, alongside some overdue errata, a series of clarifications, tweaks, and additions to the mechanics to further refine and enhance *Mythras* as a rules system. Some of the changes are in response to community requests, and others to offer greater clarity that the design team has identified during its own review. All the changes and corrections are listed on the following pages so that *Mythras* players and Games Masters can easily identify them.

We have also taken the opportunity to refine the layout a little, add a few more pieces of art, and carry out a general tidy-up of the presentation.

Our sincere thanks goes out to the many people who have contacted us via the various online roleplaying communities, and not least the members of, and contributors to, the Design Mechanism forums.

We hope you continue to enjoy *Mythras*.

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ROUNDING, PAGE 5

Re-introduce the 'round up' dice rolling convention on bottom of Page 5.

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.

ACTION POINTS, PAGE 8

Added the following text box to introduce fixed, rather than derived, Action Points.

OPTIONAL RULE: FIXED ACTION POINTS

*Those who have 3 Action Points have a significant advantage over those who only have 2, and this may be frustrating for some players. At the Games Master's discretion, **all** characters can start the game with either 2 or 3 Action Points, regardless of INT and DEX.*

CORRECTIONS, PAGE 66

1st paragraph, changed the second sentence from 'Thus, a competent worker will usually be able to accomplish the work in four Task Rounds, assuming a standard Success in each round.' to read

'Thus, a competent worker will usually be able to accomplish the work in four to five Task Rounds, assuming a reasonable skill level.'

Refined the Enhancements mechanics to read:

'If a task exceeds 100% in four or fewer Task Rounds it automatically gains Enhancements as indicated in the Item Quality table. If a project only reaches 100% within four Task Rounds, the maker has the option to continue refining it. To do this he works on it for a single further Task Round at one difficulty grade harder and, depending on the result of the skill roll for that Task Round, may enhance it. However, there is a risk that the maker overworks the item, taking away from its quality rather than enhancing it.'

CLARIFICATION, PAGE 97

Drop Foe Special Effect - amended to now read:

'Assuming the target suffers at least a minor wound from a siege weapon, firearms shot or similar, they are forced to make an Opposed Test of their Endurance against the attacker's hit roll.'

And the summary table on page 100 has been amended to include Siege Engines, Firearms in the Specific Weapons Type column for Drop Foe.

TEXT ADDITION, PAGE 98

Added the following sentence to the end of the Press Advantage Special Effect

'Foes that find themselves constantly locked under an unceasing sequence of Press Advantage will likely disengage from the combat, call for help, or use Prepare Counter to give attackers a nasty surprise.'

NEW SPECIAL EFFECT, PAGE 99

Added the following new Special Effect.

SPOIL SPELL

The character automatically ruins any spell in the process of being cast, providing the blow overcomes Armour Points and injures the target.

TEXT ADDITION, PAGE 99

SIZE MATTERS...

Some Special Effects may feel unrealistic when fighting against opponents of a significantly larger size. For instance using Bleed or Trip Opponent against an immense wyvern is not as easy as when applying them to a human. In these cases the Games Master should make opposed skill rolls to resist such effects a difficulty grade easier or two for the larger foe according to the verisimilitude of the setting. Conversely using them on smaller opponents may make the opposed skill check harder for the target.

TEXT ADDITION, PAGE 137

MAKING SPIRIT COMBAT HARDER

Whilst a successful parry normally blocks all damage in Spirit Combat, Games Masters may wish to restrict the amount of Spirit Damage blocked, if the Intensity of the spirits or souls involved is disproportionate. Thus a spirit one step smaller in Intensity than their foe will only block half the Spirit Damage on a successful parry. Two or more steps smaller means that they cannot block any damage at all, although parrying might still prevent a Special Effect; making bigger spirits very dangerous.

TEXT ADDITION, PAGE 222

Added the following paragraph before the section header Unarmed Combat Against Weapons

'Due to their SIZ or morphology, most creatures have natural weapons with a Reach longer than Touch. Opponents gain no advantage closing within this reach (see Fighting at the Shorter Reach page 106) as natural weapons are able to engage at any reach up to their listed maximum.'

TEXT ADDITION, PAGE 223

Added to Weapon Modifications for Unusually Sized Creatures.

'The same general principles are used when modelling proportionally sized weapons for creatures smaller than humans. However, in some cases a degree of interpretation may be required. For example, whereas the previously mentioned troll sized mace increases Damage, Size and Reach, a halfling sized mace should be one step smaller than normal, so that it had a Damage of 1d6 and a Size of Small. Reach would remain at Short since it is still longer than the halfling's unarmed fist.'

CORRECTION, PAGE 225**ACEPHALI, WEAPONS**

Changed 'Sling' damage to 1d8 (slings don't use Damage Modifier) and 'Bolas' to 1d4 (neither do these).

TEXT ADDITION, PAGE**235, CHAOS HYBRIDS**

Added the following text box.

THE CHAOS OF CHAOTIC FEATURES

The list of Chaos Features on page 275 provide a way to make creatures disturbing and unpredictable, making even non-descript encounters potentially life threatening. A simple snake or wolf can suddenly become a deadly surprise when it explodes in a spray of acid, or passes through a solid wall to attack a character. Even better is the fact that many Chaotic Features are often undetectable before their horrific effects are felt.

With chaos hybrids in particular, the danger rapidly mounts with numbers. A small troop of half a dozen hybrids can potentially possess up to 18 Chaotic Features between them, rapidly overwhelming adventurers who are not sufficiently prepared, or lack tactical experience to handle the warping effects of Chaos.

It is recommended that Games Masters provide clues or hints to such weirdness prior to any encounter with creatures possessing Chaos Features, so that characters both suffer increased apprehension and are more prepared to flee such a challenge if things get out of hand...

TEXT ADDITION, PAGE**237, CROCODILE**

Added following line to descriptive text:

'Alligators only live in fresh water and tend to be smaller than crocodiles, suffering a penalty of -8 to STR and -8 to SIZ'

Also, changed STR from 2d6+24 to 2d6+18 and SIZ from 4d6+24 to 2d6+30 to more realistically reflect the mass of salt water crocs and make these creatures slightly less impossible to survive if dragged into the water.

CORRECTION, PAGE 238**CYCLOPS, WEAPONS**

Changed the Size and Reach of the 'Forge Hammer' to 'H' and 'L'.

Changed 'Immense Club' to 'Cyclopean Great Club' and change its damage to 2d10+2d6.

TEXT ADDITION, PAGE 240

Added to Dwarven Characters paragraph:

'Dwarven SIZ represents mass, not height. When creating a dwarf, always calculate weight based on the Heavy frame and treat the height as being two SIZ points lower (and always at the lower end of the scale. For instance, a dwarf with SIZ 10 would be 82-90 kg, but its height would be around 151-155cm.'

CORRECTION, PAGE**250, HALFLINGS**

Added +1 to STR to diminish the negative Damage Modifier and made them more threatening as non-player characters.

Changed 'Shortsword' to 'Halfling Shortsword'.

Changed 'Sling' damage to 1d8.

TEXT ADDITION, PAGE**251, HORSE**

Added following paragraph to the description:

'Wild horses sometimes fight to exert dominance within a herd, or to protect themselves against predators. Riding and chariot horses however rarely engage in combat, save for an occasional nip or kick to express displeasure. War horses are specially trained to fight against foot troops, but require a competent rider to initiate battle.'

CORRECTION, PAGE 259,**MINOTAUR, WEAPONS**

In the combat style changed 'Two Handed Axe' to 'Great Axe' and also 'Longspear used one handed' to 'Shortspear'. In the weapons section changed 'Massive Axe' to 'Minotaur Great Axe'; 'Longspear' to 'Minotaur Shortspear' and reduced the Size and Reach of the Hoplite Shield to 'H' and 'S'.

CORRECTION, PAGE 262, OGRE

2nd paragraph. Modified the description of the improvised club to:

'(such as the proverbial ogre club – a heavy branch with a lump of stone fastened to it, more akin to a primeval mace).'

In the weapons section, changed 'Immense Club' to 'Ogre Club' and reduced its Size to 'L', Reach to 'L', and damage to 1d10+1d8.

CORRECTION, PAGE 269, TROLL

In its weapon style changed 'Hammer' to 'Maul'.

Under weapons, changed 'Club (Ogre size)' to 'Troll Club'. Changed 'Maul' to 'Troll Maul'.

CORRECTION, PAGE**263, PANTHOTAUR**

Changed 'Sling' damage to 1d8.

CHARACTER SHEET,**PAGE 302-303**

We have introduced a redesigned character sheet. The old character sheet is still available at <http://thedesignmechanism.com/character-sheets.php>.