

Mythus Gamemaster's Screen

Errata – 01/01/24 DWN

Damage Bonus for High PMPow

<i>PMPow</i>	<i>Damage Bonus</i>
13	1
14	2
15	3
16	4
17	5
18	6
19	7
20	8

Dmg bonus from PMPow is added to all melee weapons, but NOT to propelled missiles.

High STEEP Damage Bonus

<i>BAC</i>	<i>Damage Bonus</i>
41-45	1
46-50	2
51-55	3
56-60	4
61-65	5
66-70	6
71-75	8
76-80	10

Dmg bonus from high STEEP is added to all Weapons using that STEEP

Strike Location

<i>Roll</i>	<i>Area</i>	<i>Damage</i>
41-00	Non-vital	x1
26-40	Vital	x2
11-25	Super-vital	x3
01-10	Ultra-vital	X4

To determine final amount of damage from an attack, roll under BAC/FAC and if attack is a Success, Roll weapon damage, add damage bonuses (if any) and multiply by Strike Location modifier.

Averaged Armor

<i>Type</i>	<i>Half</i>	<i>Full</i>
Leather	6	12
Studded Leather	8	16
Metal & Leather	10	20
Chain Mail	12	24
Plate or Mithral*	16	32
Plate Armor	20	40
Shield, Small	-	5
Shield, Large	-	10

* Base armor, no additional enchantment