

## 1. Overview

Determine Surprise  
d% - Lowest wins  
OR Ambush via  
Crim. Activities

ROLL INITIATIVE  
Each creature:  
d10 (lowest first)

Critical Turn (CT) - 3 sec  
Each creature has a turn,  
ordered by initiative

Turn

Turn

Turn

Turn

REPEAT

Surprised  
creatures  
miss first  
turn

## 2. Turns

In any order, you may do:

MOVEMENT  
(may be broken up)  
up to max speed

ACTION  
(see 3. Actions)

ONE ACTIVITY  
Simple & quick, e.g.  
using an object

BONUS ACTION  
(if allowed)  
Max. 1 per turn

Any of these  
can trigger a...

REACTION

This includes the same things an HP  
could do (see actions).

## 3. Actions

Attack

Combat HTH, weapon,  
or Missile

Weapon, Special Skill  
(Specific Target)

Cast Spell

K/S roll based on casting  
grade and difficulty rating  
Castings take effect at  
the end of the CT.

Dash

Disengage

Casting Type

Time

Eyebite

1 CT

Charm

1 CT

Cantrip

5 CT

Spell

1 BT

Formula

5 BT

Ritual

1 AT+

Dodge

First Aid

Two-Weapon  
Attack

Help

Ready

Other Actions

CT - Critical Turn - 3 Seconds

BT - Battle Turn - 30 Seconds

AT - Action Turn - 5 minutes

## 4. Attack

DID IT HIT?  
Roll 1d100 vs K/S  
target. If roll is  
less than target,  
you hit!

Critical hit: 01-02  
Full damage

Critical fail: 99-100  
Oh fuck.

WHAT'S THE  
DAMAGE?  
(damage dice)

If hit is successful,  
roll number of dice  
for weapon type  
Damage may be  
adjusted by PMP

For called shot (specific target), first  
roll against the weapon, then if that hits  
roll against the Weapon special skill. If  
both succeed, the called shot succeeds!

## 5. Wound Levels

(OPTIONAL)

Wound Level (WL) 75% of P Trait  
This much damage - dazed

Crit Level (CL) 90% of P Trait  
This much damage - unconscious

Effect Level (EL) 80% of M or S Trait  
This much damage - dazed



## HAND WEAPONS ATTACKS TABLES

### Hand Weapons Attack Rate

STEEP	Attack Rate
1-15	1/2
16-30	1
31-45	1 1/2
46-60	2
61+	3

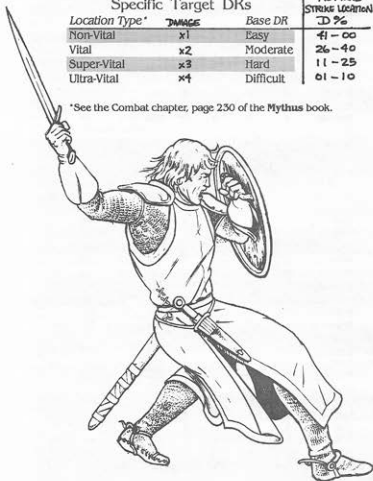
### Missile ROF Modifiers

STEEP	ROF Multiplier
1-15	1/2
16-30	1
31-45	2
46-60	3
61+	4

### Specific Target DRs

Location Type*	DAMAGE	Base DR	NORMAL STRIKE LOCATION D %
Non-Vital	x1	Easy	41 - 60
Vital	x2	Moderate	26 - 40
Super-Vital	x3	Hard	11 - 25
Ultra-Vital	x4	Difficult	01 - 10

\*See the Combat chapter, page 230 of the *Mythus* book.



## MARTIAL ARTS ATTACKS TABLES

### Hand Attacks

STEEP	Attacks/CT	Base Damage
1-15	2	1D3
16-30	3	1D6
31-40	4	2D6
41-50	5	2D6
51-60	6	2D6+2
61+	7	2D6+4

### Foot Attacks

STEEP	Attacks/CT	Base Damage
1-15	1/2	1D6
16-30	1	2D6
31-40	2	3D6
41-50	3	3D6+2
51-60	3	3D6+4
61+	4	3D6+6

### Nunchakus

STEEP	Attacks/CT	Base Damage
1-15	1	1D6+1
16-30	2	1D6+2
31-40	3	2D6+3
41-50	4	3D6+4
51-60	5	3D6+5
61+	6	3D6+6

### Sais

STEEP	Attacks/CT	Base Damage
1-15	1	2D6
16-30	2	2D6+3
31-40	3	2D6+6
41-50	4	3D6+3
51-60	4	3D6+6
61+	5	4D6+3

### Tui-Fa

STEEP	Attacks/CT	Base Damage
1-15	2	1D6
16-30	3	2D6
31-40	4	2D6+2
41-50	4	2D6+4
51-60	5	2D6+6
61+	5	3D6+2



## Notes

\*DR roll is made to dismount a mounted opponent.

\*\*DR roll is made to hold an opponent at bay.

#1: A Special Hit indicates that the opponent is caught by the hook and thrown down (or dismounted).

#2: On a Special Hit, the weapon catches the opponent's weapon and disarms him or her.

#3: DR roll is made to disarm or destroy an opponent's weapon.

#4: In a head-to-head action, a pike will always get first strike on the initial hand-to-hand CT, no matter what the Speed Factors so involved.

\*1: Weapon negates 5 points of normal armor each and every time it successfully strikes the opponent. Weapon points in excess of 5 add to the amount of armor negated. A battle axe, for example, with 8, discounts that number of factors of armor when comparing damage to armor protection.

Whenever the notation is followed by a multiplier, the negation of armor is increased by that many times. For example, a halberd is followed by \*\*1(x3)\* which means the weapon's WP is multiplied by 3 and that is how many factors of armor is negated from the target.

\*2: Before figuring the damage done on any attack, the attacker declares whether making a Cutting or a Piercing attack. In the case of pole-arms, the appropriate Sub-Area(s)—Spear and Pole-Arm (Thrusting) and/or Pole-Arm (Cutting)—must be possessed.

\*3: DR roll is made to see if the opponent can be pulled down by the rope which is attached to the weapon, thereby causing difficulty in the counterattack.

\*4: This weapon specializes in its unusual attack form and thereby needs a simpler DR roll than normal to accomplish its special task.

\*5: This weapon does not affect an opponent who is wearing any sort of hand armor, unless a Special Hit was rolled and this then becomes a regular one.

## Hand Weapons

Weapon	Sub-Area	WP	C	S	DT	Dam.	Reach	Price	Min PM/PW
Acia	Club	5	C	6	B	2D6	1	50	—
Assegai	1H Sword	5	C	3	P	3D6	1	50	13
Axe, Hand	Axe	5	C	4	C	3D6	1	110	15
Axe, Battle (2H)*1,*2	Axe	8	C	6	C/P	4D6	1	150	16
Begh Nakh*5 (Tiger's Claw)	HTH (L)	5	M	2	C	2D6	1	60	—
Bardiche (2H)	Axe	5	C	8	C	5D6	2	250	17
Bec de Corbin (2H)*1(x4)	Axe	5	C	9	P	3D6	2	160	15
Billi-Quisarme*2,*#1 (Scorpion)	Pole-Arm	4	W	10	C/P	4D6	4	80	15
Billi Hook*2	Pole-Arm	6	C	8	C/P	4D6	4	150	15
Blackjack	Club	2	W	2	S	2D6	1	25	—
Bludgeon	Club	5	W	3	B	1D6	1	25	—
Bludgeon (2H)	Club	6	W	6	B	2D6	2	40	—
Bo Stick	Spear	3	W	2	S	3D6	5	20	—
Brass Knuckles	HTH (RL)	2	M	1	S	2D6	1	50	—
Chain	Whip	4	M	7	B	2D6	2	10	—
Chopper	Axe	6	M	4	C	3D6	1	60	—
Dagger§	Dagger§	5	M	2	P	2D6	1	90	—
Fang*2 (Zaghnal)	Axe	4	M	5	C/P	3D6	1	100	15
Fauchard	Pole-Arm	6	W	5	C	4D6	4	70	15
Fauchard-Pork*2,*#	Pole-Arm	5	W	9	C/P	4D6	4	125	15
Feather Staff*2,*#3	Spear	3	M	3	C/P	2D6	2	350	—
Fial*1	Whip	5	C	7	B	3D6	2	150	15
Fial (2H)*1	Whip	7	C	8	B	5D6	2	190	17
Pork*,#2	Spear	7	C	4	P	3D6	5	75	14
Garrote	HTH (L)	—	W	1	Ø	2D6	1	10	—
Glaive*2,*#	Pole-Arm	6	W	5	C/P	3D6	4	70	15
Glaive-Quisarme *2,*#1	Pole-Arm	5	W	8	C/P	4D6	4	115	16
Quisarme#1	Pole-Arm	6	W	7	C	4D6	4	80	16
Quisarme-Voulge *2,*#1	Pole-Arm	5	W	10	C/P	4D6	4	100	17
Halberd*1(x3),**	Pole-Arm	8	W	6	C/P	5D6	5	175	16
Half Moon*4,#1	Spear	8	W	6	P	3D6	4	85	15
Demilune	Club	4	C	5	P	2D6	1	135	15
Hammer*1	Club	5	C	6	B	3D6	2	30	16
Hammer, Maul*6	Club	7	C	9	P	4D6	2	200	17
Hammer (2H)*1	Club	6	C	6	P	3D6	2	125	15
Harpoon*5	Spear	7	W	7	C/P	4D6	4	110	15
Hoko*2,*	Pole-Arm	4	W	8	C	4D6	4	80	15
Hook Fauchard#1	Pole-Arm	4	W	8	C	4D6	4	80	15
Jo Stick	Spear	2	W	1	S	2D6	2	15	—
Knife (Small)	Dagger	5	M	1	C	1D6	1	45	—
Knife (Large)	Dagger	5	M	2	C	2D6	1	85	—
Lance**1 (L Horse)	Spear	7	C	4	P	4D6	3	85	10
Lance**1(x2) (M Horse)	Spear	10	C	5	P	3D6	4	105	10
Lance**1(x3) (H Horse)	Spear	12	C	6	P	6D6	4	140	15
Lochaber Axe#1 (Jedberg)	Pole-Arm	5	W	8	C	4D6	5	105	16
Lucern Hammer*1	Pole-Arm	5	W	7	P	3D6	3	120	15
Mace*1	Club	5	M	5	B	3D6	1	140	14
Mace (2H)*1(x2)	Club	9	C	8	B	4D6	1	180	17
Machete	1H Sword	5	M	6	C	3D6	1	50	14
Mian-Catcher*4,#1,#3	Spear	10	C	10	P	1D8	5	165	16
Manopole*2,#3 (Bladed Gauntlet)	1H Sword	4	M	3	C/P	3D6	1	95	10



## Hand Weapons

Weapon	Sub-Area	WP	C	S	DT	Dam.	Reach	Price	Min PMPow
Morningstar (2H)*1	Club	8	C	7	P	4D6	2	220	16
Naginata	Pole-Arm	6	W	5	C	4D6	3	110	10
Ono (Pole-axe)	Pole-Arm	7	W	9	C/P	4D6	3	140	17
Partisan*1, #2, #3	Pole-Arm	6	C	8	C/P	4D6	4	190	17
Pick*1(x2) (Hartel)	Axe	3	M	7	P	3D6	1	105	14
Pick (2H)*1(x3)	Axe	5	M	9	P	4D6	2	115	16
Pig's Feathers*7	Spear	0	C	7	P	2D6	2	90	—
Pike*, #1, #4	Spear	5	C	10	P	3D6	6	150	15
Pike, Avil*1(x2), #4	Spear	3	C	10	P	3D6	6	115	15
Pole-Axe*1, *2	Pole-Arm	6	C	9	C/P	4D6	3	150	17
Ransuer*1, #5	Spear	6	C	7	P	4D6	5	140	15
(Bohemian Ear-Spoon, Chouves Souris, Runka, etc.)									
Sabre Axe*1, *2	Pole-Arm	7	W	7	C/P	4D6	3	320	17
Shield (Adaga)	Shield	4	C	6	B	2D6	1	1000	14††
Shield	Shield	4	M	2	B	1D5	1	200	10
Shield	Shield	3	M	4	P	1D6	1	250	10
(Buckler, Spiked)									
Shield (Kite, Small)	Shield	0	M	4	B	1D5	1	500	13
Shield (Kite, Large)	Shield	0	C	7	B	1D6	1	500	16
Shield (Round, Small)	Shield	0	M	3	B	1D5	1	250	13
Shield (Round, Large)	Shield	0	C	6	B	1D6	1	350	16
Shield (Tower, Small)	Shield	0	M	4	B	1D5	1	200	15
Shield (Tower, Large)	Shield	0	C	7	B	1D6	1	500	17
Spear	Spear	5	W	4	P	3D6	2-5	85	6‡
Spectrum*1, #5	Spear	7	W	8	P	4D6	5	145	15
(Chaves Souris, Koracke)									
Spontoon	Spear	6	C	5	P	3D6	3	100	12
Staff (Quarter)	Spear	5	W	3	S	3D6	3	20	—
Sword	Sword, 1 or 2H	8	M	7	C	5D6	3	410	16/15‡‡
(Bastard, Hand-and-a-Half)									
Sword (Broad)	1H Sword	7	M	6	C	4D6	2	325	15
Sword*1 (Cutlass)	1H Sword	4	M	6	C	4D6	2	200	15
Sword*5 (Epee, Foil)	1H Sword	6	M	2	P	3D6	2	275	—
Sword*1(x2) (Rapier)	1H Sword	4	M	6	C	4D6	2	500	15
Sword	1H Sword	6	M	5	P	3D6	1	200	12
(Gladius, Short)									
Sword*1(x2)	2H Sword	3	M	8	C	6D6	3	500	20
(Great, Claymore)									
Sword (Katana, Tachi)	1H Sword	7	M	4	C	4D6	2	900	12
Sword (Khopesh)	1H Sword	4	M	7	C	3D6	2	250	16
Sword*2 (Long)	1H Sword	5	M	5	C/P	4D6	2	350	15
Sword (No-Dachi)	Sword, 1 or 2H	7	M	6	C	5D6	3	500	16/15‡‡
Sword*1 (Odachi)	2H Sword	4	M	7	C	6D6	3	610	18
Sword*2, *8 (Rapier)	1H Sword	10	M	4	C/P	4D6	3	400	—
Sword*2	1H Sword	7	M	4	C/P	3D6	2	360	15
(Sabre, Duelling)									
Sword (Sabre, Yatagan)	1H Sword	4	M	6	C	4D6	2	330	13
Sword (Scimitar)	1H Sword	10	M	4	C	3D6	2	420	14
Sword (Small, Dress)	1H Sword	4	M	4	P	3D6	1	300	—
Sword (Tulwar)*1	1H Sword	6	M	7	C	4D6	2	370	15
Sword*2	1H Sword	4	M	4	C/P	3D6	1	600	10
(Wakizashi, Short)									
Trident*3	Spear	3	M	6	P	3D6	2	105	14
Vouge*1	Pole-Arm	4	W	12	C	4D6	4	130	17
Whip*5	Whip	1	W	7	C	1D6	4	40	—

## Notes

\*6: This weapon does so poorly against armor that the armor's defense values are doubled.

\*7: These metal rods are placed firmly into the ground and opponents ram themselves upon the points. This assumes a special condition, of course, such as a massed block of charging infantry or cavalry (at trot, canter, or gallop). The damage inflicted by each stake is 3D6+5, 5D6+5 to a mount with a dismount chance of 2 in 6 per stake. Gamemasters may modify this up or down according to their superior knowledge of such probability in a particular situation.

\*8: This weapon adds 20 points to protection when the armor it is opposed to is full metal (chain and/or plate), 10 points to three-quarter suits and 5 points when opposed to half-suits. ‡: At such time as the weapon is employed against a helpless human or humanoid opponent not larger than 8x man-sized, and not protected magically, then consider it as automatically hitting and inflicting PD sufficient to equal the P TRAIT, thus causing death.

†: Armor negation considered only when personal wielding the lance is mounted and the mount ridden is moving at a trotting or faster pace. In other cases, the weapon is treated as a spear.

††: This weapon when used in massed formation has dismounting capabilities. See \*.

†††: This shield also requires a minimum PMSpd of 14 to use.

‡‡: This will vary according to the length of the spear. See the weapon's description on page 245 for further details.

‡‡‡: The first number is the Min. PMPow for wielding the weapon with one hand and the second is for using two hands.

©: See the K/S area description of *Combat*, *HTM*, *Lethal* on page 162 of the *Mythus* book for details on how the damage applies.



## Missile Weapons, A

Weapon	Sub-Area	WP	T	S	DT	Dam.	Price
Acis	Sling	5	Y	6	B	2D6	50
Aklys	Darts	2	Y	3	P	2D6	10
Assegai	Spear	5	Y	3	P	3D6	50
Axe, hand	Axe	5	Y	4	C	3D6	110
Blowgun	Blowguns	0	N	6	P	1D3	50/25
Bolas	Sling	0	Y	9	B	2D6	70
Boomerang	Boomerang	1	Y	5	C	4D3	40
Bow, Self (Short)	Bow	3	Y	3	P	2D6	100/3
Bow, Self (Medium)	Bow	6	Y	4	P	3D6	150/3.5
Bow, Self* (Long)	Bow	9	Y	5	P	4D6	300/4
Bow, Self Gulail (Pellet)	Bow	5	Y	6	P	3D6	170/5†
Bow, Composite (Short)	Bow	3	Y	3	P	2D6	250/3
Bow, Composite (Medium)	Bow	5	Y	4	P	3D6	375/3.5
Bow, Composite* (Long)	Bow	7	Y	5	P	4D6	550/4
Bow, Foot* (Long)	Footbow	9	Y	9	P	5D6	400/6
Cho-ko-nu Repeating (Bolt)	Crossbow	0	N	3	P	2D6	300/1
Club (Acis)	Sling	2	Y	4	B	2D6	25
Crossbow, Hand (Bolt)	Crossbow	7	N	2	P	2D6	100/5
Crossbow, Hand (Pellet)	Crossbow	6	N	2	B	4D3	100/5†
Crossbow, Hand (Stone)	Crossbow	5	N	2	B	3D3	100/5
Crossbow, Small (Bolt)	Crossbow	6	N	4	P	2D6	150/1
Crossbow, Small (Pellet)	Crossbow	5	N	4	B	4D3	150/5†
Crossbow, Medium (Bolt)	Crossbow	7	N	6	P	3D6	200/1.5
Crossbow, Large (Bolt)*	Crossbow	8	N	7	P	4D6	250/2 (Bolt)
Crossbow Repeating (Pellet)	Crossbow	0	N	3	B	4D3	300/5†
Dagger	Knife	2	Y	2	P	2D6	90
Dart, Small	Dart	6	Y	1	P	1D3	1
Hammer	Axe	4	Y	4	B	3D6	30
Harpoon	Spear	6	Y	7	P	3D6	125
Javelin	Spear	4	Y	4	P	3D6	60
Javelin (Thonged)	Spear	6	Y	6	P	3D6	65
Javelin (with Atlatl)	Spear	8	Y	8	P	3D6	80
Knife	Knife	3	Y	2	P	2D6	85
Rock	Dart	1	Y	1	B	2D3	—
Sling (Bullet)	Sling	0	N	8	B	4D6	5/6††
Sling (Stone)	Sling	0	N	8	B	3D6	5
Spear	Spear	0	Y	4	P	3D6	85
Staff Sling (Stone)	Sling	0	N	6	B	3D6	25
Throwing Star (Small)	T. Star	2	Y	1	P	1D3	3
Throwing Star (Large)	T. Star	3	Y	2	P	1D6	5

\*Negates the first 5 points of armor per attack, with Weapon Point number adding its total above 5 to the amount negated. Thus, for example, a longbow (Bow, Self (Long)) would negate 9 points of armor.

†Cost per 20 pellets

††Cost per 12 lead bullets.



## Missile Weapons, B

Weapon	ROF	Point Blank	Short	Medium	Long	Extreme	Min PMPow
Acis	1/2	—	1-2	3-4	5-6	—	—
Aklys	1	—	1-10	20	30	50	—
Assegai	1	5	10	15	20	30	13
Axe, Hand	1	4	8	12	16	20	13
Blowgun	1	4	8	12	16	20	—
Bolas	1	—	1-5	10	15	25	12†
Boomerang	1	5	10	20	40	60	—
Bow, Self (Short)	1 1/2	10	20	50	70	110	6
Bow, Self (Medium)	1	20	40	100	160	220	12
Bow, Self (Long)*1	1	30 (x6)	60 (x5)	150 (x4)	240 (x3)	330 (x2)	18
Bow, Self,	1	15	30	50	80	100	—
Quail (Pellet)							
Bow, Composite (Short)	1	10	20	50	120	180	10
Bow, Composite (Medium)*1	1	20 (x2)	40 (x2)	90 (x2)	160	240	14
Bow, Composite (Long)*1	1	30 (x4)	60 (x4)	120 (x4)	240	360	18
Bow, Foot (Long)*1	1/2	40 (x7)	80 (x5)	160 (x3)	320 (x1)	440	16
Cho-ko-nu	2	5	10	20	30	50	13
Repeating (Bolt)							
Club (Acis)	1	2	4	6 *	10	15	—
Crossbow, Hand (Bolt)	1	3	9	15	21	30	—
Crossbow, Hand (Pellet)	1	3	9	15	18	27	—
Crossbow, Hand (Stone)	1	3	6	12	15	24	—
Crossbow, Small (Bolt)	1	15	30	60	90	120	—
Crossbow, Small (Pellet)	1	15	30	60	80	100	—
Crossbow, Medium (Bolt)*1	1/2	30 (x3)	50 (x2)	100 (x1)	160	240	—
Crossbow, Large (Bolt)*1	1/3	40 (x5)	70 (x3)	120 (x2)	240 (x1)	360	—
Crossbow	2	7	15	25	40	80	12
Repeating (Pellet)							
Dagger	2	2	4	8	12	20	—
Dart, Small	2	2	4	8	12	16	—
Hammer	1	4	8	12	16	20	15
Harpoon	1	5	10	15	20	25	15
Javelin	1	4	8	16	32	64	—
Javelin (Thonged)	1	5	10	20	40	80	—
Javelin (with Atlatl)*1	1	6 (x2)	12 (x2)	24	50	120	—
Knife	2	3	6	9	12	15	—
Rock	2	4	8	16	32	64	—
Sling (Bullet)*1	1/2	—	5-25 (x2)	75 (x2)	150	250	—
Sling (Stone)	1/2	—	5-20	40	80	160	—
Spear	1	4	8	16	24	32	6
Staff Sling (Stone)	1/3	—	—	10-60	120	180	—
Throwing Star (Small)	2	3	6	9	12	15	—
Throwing Star (Large)	2	4	8	12	16	20	—

\* Is the maximum range for "Thonged" weapons such as an acis.

† Bolas also require a minimum PMPow of 15 to operate as well.

\*1 Weapon negates 5 points of normal armor each and every time it strikes the opponent. Weapon points in excess of 5 add to the amount of armor negated. Whenever the weapon's range is followed by a multiplier, the weapon's negation of armor is increased that many times. At a range when there is no multiplier present, the weapon doesn't negate armor. For example, a bow, foot (long) is followed by "x7" at Point Blank which means the bow's WP is multiplied by 7 and that is how many factors of armor are negated from the target.





### Weapon/Armor Cost Multipliers

Quality	Price
Poor	0.25
Below Average	0.5
Average	1
Above Average	2
Exceptional	4
Unsurpassed	8

### Armor Categories

Category	Areas
1. Jacket, coat	Ultra, Super, Vital
2. Helmet	Ultra, Super
3. Vest, shirt	Ultra, Super, Vital
4. Gloves	Non-Vital
5. Trousers	All
6. Thigh guards	Vital, Non
7. Shin guards (greaves)	Non
8. Shoulder guards	Non
9. Arm guards	Non
10. Groin Cup	Super
11. Gorget	Ultra
12. Camail (coif)	Ultra, Super

## POISON TABLES

### Poison/Antidote Creation

Strength	Base DR
1-10	Easy
21-30	Moderate
31-40	Hard
41-50	Difficult
51-60	Very Difficult
61+	Extreme

### Poison Longevity

Longevity*	DR Modifier
Very short (minutes)	-3
Short (hours)	-2
Medium (days)	-1
Long (weeks)	0
Very long (months)	+1
Extremely long (years)	+2

\*1D10 of the units of time listed.

### Poison Speed

Speed of Effect*	DR Modifier
Instantaneous	+3
Fast (CTs)	+2
Medium (BTs)	+1
Slow (ATs)	0
Delayed (hours)	0
Very delayed (days)	+1

\*1D10 of the units of time listed.

### Heka-Engendered Poisons

Effective Rate	Heka Cost
1-6 CTs	30
1-6 BTs	15
1-6 ATs	8
1-6 hours	8
1-6 days	15
1-6 weeks	30

### Poison Form Table

Form	Method of Exposure
Gas	Inhaled or skin-contact.
Paste	Introduced via a sharp (cutting or piercing) weapon; some work on a contact basis as well.
Oil	Mainly a contact poison, and it's hard to see until it's too late!
Liquid	This can be either ingested or injected such as by a needle trap or the fangs of an animal.
Powder	This stuff is mainly ingested. It may be mixed with liquids or solids (food and drink).
Pill	Any of the five forms of poison, even gas, can be neatly stored in the form of a pill or capsule as well by an alchemist.