

# Combat Cheat Sheet

## COMBAT SUMMARY

### Stage One: Pre-Combat Tasks

- (A) Establishment of the environment.  
 (1) Location & facing of personas.  
 (2) Weapons and readiness.  
 (3) Details of arena terrain/setting.  
 (B) Determination of Surprise.  
 (1) Natural Surprise—Roll D%, lowest score wins. The surprising party may retreat or hide with 1-10 free CTs to do so, confront, or attack first in the initial CT.  
 (2) Total Surprise—May be obtained either through ambush or through Natural Surprise via a successful *Criminal Activities*, *Physical (Ambush)* K/S roll. Surprising party receives the 1st CT free and attacks first in the 2nd CT.

### Stage Two:

#### Initiative and Actions each Combat Turn

- (A) Players & GM announce (or record) persona actions.  
 (B) Initiative for each persona determined.  
 (1) Roll 1D10.  
 (2) Deduct PMSpd (Hand Weapon), PMSpd (Missile), MRSpd (Mental), SPSpd (Spiritual), or Speed ATTRIBUTE for applicable Heka-using K/S.  
 (3) Add Speed Factors for action and/or weapon.  
 (C) Lowest Initiative goes first, highest goes last, and ties are resolved simultaneously.  
 (D) CT ends, and new CT commences unless all of one side are dead, have surrendered, or have escaped.

## There are 3 Time segments in Mythus:

**AT - Action Turns** are 5 minutes long

Good for casting Rituals and preparing for battle.

**BT - Battle Turns** are 30 seconds long (1/10<sup>th</sup> of an AT) When battle is not close, Spells & Cantrips.

**CT - Critical Turns** are 3 Seconds long (1/10<sup>th</sup> of a BT) For ranged and melee, casting Charms.

## Casting Times:

Eyebite	Immediate	Spell	1 BT
Charm	1 CT	Formula	5 BTs
Cantrip	5 CTs	Ritual	1 AT+

**Movement/BT:** 40yds+avg (PMPow+PNSpd)  
 [around 55]

## BEFORE COMBAT

**GM rolls Surprise for each group on d%.** If the party wins, they can choose to avoid, hide, or attack, with one free attack on first CT, and first attack on second CT.

**Avoidance** is the ability to avoid combat or a confrontational/conflict situation. Baseline difficulty is Easy when personas have total surprise, Hard when personas have initiative, and Extreme when personas are totally surprised. Avoidance percentage equals the sum of Spd Attributes from appropriate category.

## EACH COMBAT TURN

**Start of CT:** GM & players announce their actions.

**Initiative:** Each person/creature rolls d10 for initiative, adjusted based on table on left. Lowest score goes first

**Turns are sequential from lowest to highest**  
 During each persona's turn, they may:

- *Move*, up to max (rate is 1/10 normal move) [around 5yds]
- Take an *action* (see below)
- Use an *item*, like a wand. In my game, wands are considered instant - i.e., no casting time
- *Parry* (accomplished by using one of the persona's attacks to block an opponent's attacks. It is resolved by a K/S roll against the persona's BAC with the parrying weapon.)
- *Dodge* possible if the persona's (PMS+PNS) total is greater than 32 (%=avg of PMSpd+PNSpd)
- Use a *bonus action* (as applicable)
- Or a combination of these

## PARRY TABLES

### Non-Shield Parries

DR	Attack Type
Easy	Fist or kick*
Moderate	Large thrown weapon (spear, javelin, axe)
Hard	Hand weapon
Difficult	Medium thrown weapon (dagger, large throwing star)
Very Difficult	Small thrown weapon (dart, small star)

\* Fists and kicks parry these at "Moderate." Note that, for game purposes, an attacker does *not* take damage for having a fist/kick attack parried by an artificial weapon, such as a sword.

### Shield Parries

DR	Attack Type
Easy	Fist/kick or large & medium thrown
Moderate	Hand weapon
Hard	Small thrown
Difficult	Arrows, bolts, sling stones, etc.

**Actions:**

- |                                |   |
|--------------------------------|---|
| - Physical Attack              | Using <i>Combat HTH, Hand Weapon, Missile, or Wpn. Special</i>  |
| - Mental/Spiritual Combat      | See table   |
| - Heka-based Attack/Casting    | K/S roll based on casting grade and difficulty rating for CG.<br>Eyebite and Charms take effect at end of the CT.<br>Cantrips, Spells, Formulas & Rituals have longer casting times |
| - Apply First Aid K/S          | Roll against STEEP  |
| - Disengage and retreat        | Hey, it happens.  |
| - Parley in (brief) statements | 3 seconds is not enough time for a <i>Yo Mama</i> joke  |

### Attack:

Roll d% vs K/S target number, applying any modifiers. If you roll less than the target number, you hit

**Critical Hit: (Roll 01-02) – Full damage from weapon**

**Critical Fail: (Roll 99-00)** – Not only did you miss, you and the GM are going to have a talk...

High STEEP Damage Bonus	
Base Attack Chance	Damage Bonus
41-45	1
46-50	2
51-55	3
56-60	4
61-65	5
66-70	6
71-75	8
76-80	10

\* For every 5 points or fraction thereof beyond STEEP 80, add +2.

<i>PMPOw</i>	<i>Damage Bonus</i>
13	1
14	2
15	3
16	4
17	5
18	6
19	7
20	8
21	9
.	.

\* Add +1 for every 1 point beyond PMPOw 21.

For *Weapon, Special skill* (called shot), First roll vs target. If that hits, roll against the Weapons, Special skill. If both succeed, the called shot hits the location.

For each hit, roll the damage dice for the weapon, adjusting for any PMP, High STEEP, or other bonuses (refer to tables at left and put on your sheet for reference).

Damage Bonus for high PMPow  
does not apply to crossbows.

Strike Location		
<i>D% Roll*</i>	<i>Area</i>	<i>Damage Modifier</i>
01-10	Ultra-Vital	x4
11-25	Super-Vital	x3
26-40	Vital	x2
41-00	Non-Vital	x1

\*For fragile or tough creatures (QM's discretion) adjust roll by either -5 or -10, or by +5 or +10, respectively.

Roll against *Strike Location* table to determine damage multiplier, and apply to damage dice for total damage.

(If a persona with Weapons, Special Skill - Specific Target succeeds in the roll, they apply the damage modifier for the area hit.)

**Damage total** is compared to opponent's armor. Opponent takes any damage exceeding their armor and protectives.

[illegible]

\* Note the Base DR of the Casting Grade assumes the caster is not a Full Practitioner. Full Practitioners (Mages or Priests, for example) have a bonus of 1 DR rating easier for the Casting Grade, but ONLY in the K/S area and their special Sub-Area, not with respect to all castings of any sort. For example, a Full Practice Green Dweomercrafter gets the bonus in General Dweomercraeft and the Green School, but not in any other casting area. The *Italicized* entries reflect castings that are above the normal grade for that STEEP. Any persona may attempt those castings at the difficulty listed; Full Practitioners in their specialty will be 1 DR easier. Basically, you can try and cast beyond your norm, but it will be harder. No caster, including a Full Practitioner, can cast a spell with no valid DR listed; this means entries listed as '—' are impossible at that STEEP level.

#### Special failure, Heka-based attacks or castings

Adjusted

D% roll

Result of the Special Failure

Less than 1

The casting fails, but nothing else happens

1-15

The casting fails; no further castings may be attempted for 2d3 CTs.

16-30

The caster takes 1d6 of physical damage and is unable to cast for 3 BTs.

31-45

The caster strikes the wrong target. Determine the spell effects as normal.

46-60

The caster takes 2d6 physical damage and expends twice the Heka originally allocated.

61-80

The wrong target is affected, and the caster takes 2d6 damage and doubled Heka cost.

81+

The casting backfired; the caster receives the full effect upon himself

## Mythus Mental & Spiritual Combat

Mental and Spiritual combat involves the use of a Heka-engendered Power or Casting against a foe with substantial Mental or Spiritual facilities. Mental/Spiritual combat is a two-stage process with each stage requiring one CT to execute.

### First CT: The Link

- 1) The first stage involves establishing a "Link" with the target. In order to do so, the attacker must expend an amount of Heka determined by the desired attack form. This Heka must be expended regardless of whether or not the attempt is successful.
- 2) If the defender has an active blocking force of the appropriate TRAIT (such as Heka Shield, Mind Mask, Iron Will, or the Yoga K/S), a like amount of Heka is deducted from the Link. If the remaining Heka is skill greater than the target's MRCap/SPCap. the Link succeeds. If it is less, the Link falls. Any remaining Heka spent by the attacker may then be applied towards forging the Link.

### Second CT: The Attack

- 1) The second stage involves determining the attack form. A successful Link allows an attacker to channel additional Heka on the following CT for damage - inflicting 1 point of Mental/Spiritual damage for every 1 point of the attacker's expended Heka.
- 2) The defender may have some form of Mental or Spiritual armor. If this is the case, a like amount of Heka expended for damage is subtracted.
- 3) If, after all applicable deductions, the Heka remaining is greater than the defensive total, the attack is successful, and defender is subject to the effect of Mental or Spiritual attack, in one of the forms listed below:

## Mental Combat Attack Forms

**Drain** - This inflicts 1 point of Mental damage per point of Heka spent on the second CT. Deduct any Mental armor from total inflicted. Damage which equals or exceeds EL causes Dazing, and victim will have to make an Insanity check.

**Paralyze** - This requires the *Mind Warp* attack form, and it inflicts 1 point damage per point of Heka. For each point of damage from this attack that exceeds total of subject's MRPow+MRSpd, one BT of paralysis results. The same for each point that exceeds Mental EL.

**Derange** - This requires the *Mind Warp* attack form, and It inflicts 1 point damage per point of Heka. If damage from the attack exceeds the victim's M TRAIT, the derangement results for one AT per point cumulative.

**Control** - This requires the *Mind Control* attack form. If the attacker wins in a K/S vs. K/S contest, then the victim is controlled. There is no time limit, but the victim is Dazed and suffers an additional 1 point of damage/BT of control.

## Spiritual Combat Attack Forms

**Weaken** - This Inflicts 1 point of Spiritual damage per point of Heka which the persona expends on the second CT. Deduct Spiritual Armor (if any) from total damage, and damage which equals or exceeds EL will cause Victim to go catatonic and have to make an Insanity check.

**Demoralize** - This inflicts damage and attempts to demoralize the defender. If the damage exceeds the defender's SMPow+SPPow, then the defender will flee for a number of ATs equal to the excess amount.

**Confound** -This does damage and seeks to confound and confuse the target. If the damage exceeds target's STRAIT, then all the target's Mental and Spiritual abilities are rendered Inoperative for 1 CT per excess point.

**Subvert** - This attack does no damage but seeks to subvert the target. It may be used but once per day. damage in excess of S TRAIT perverts the target (HP to EP, EP to HP). The victim follows the controller's mental commands, but appears normal. Victims cannot be made to directly harm friends or self, Each AT after the first, an SP CATEGORY roll at a DR determined by GM must be made to retain control. The victim may not be attacked Spiritually and ignores damage over EL while so controlled.

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### Offensive Castings

Wound, Mental CHARM – CG 4 DMC  
Paralysis, Mental CHARM – CG 5 Black  
Derange CHARM – CG 5 Gloomy, Black  
Mind Control CHARM – CG 6 Black  
Wound, Spiritual CHARM – CG 4 PCFT  
Wound, Spiritual CHARM – CG 5 Black  
Depression CANTRIP – CG 2 Shadowy  
Demoralize CHARM – CG 6 Shadowy  
Willpower Drain CHARM – CG 4 Gloomy  
Willpower Drain SPELL – CG 6 Black  
Spiritspain CANTRIP – CG 6 Sorcerer  
Spiritual Submission CANTRIP – CG 7 Shadowy  
Subversion CHARM – CG 8 Gloomy  
Psychic Agony CHARM – CG 9 Gloomy

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### Defensive Castings

Mind Mask CANTRIP  
Iron Will CANTRIP  
Heka Defenses CANTRIP  
Setne's Reverse Casting CANTRIP  
Armor, Mental CANTRIP  
Armor, Spiritual CANTRIP  
Armor, Heka CANTRIP  
Hauberk of Dedication SPELL  
Influence of Jupiter SPELL  
Willpower CANTRIP  
Enhance Purpose SPELL  
Confidence CANTRIP  
Spiritual Shield CANTRIP  
Psychic Shield CANTRIP

