

MYTHLORE - THE ABSOLUTE BASICS

The general rules of combat and spell casting:

Basically: Make it look good and you'll probably get a better return for your efforts.

Fight with style and the monsters will react favourably - possibly falling down sooner or reacting more 'dramatically' to your blows. Normal 'Dob 'im before he dobs' you' fighting won't be penalized, but good fighting could be beneficial to you and makes the combat look and feel better.

The same applies to casting spells - if you cast spells with style they may take less time to cast, or have better effects. Half-arsed verbals or hurried casting means the target might decide not to take the full effect of the spell, or may even ignore it altogether, which will generally be within their rights.

Taking Damage:

As usual - damage is taken from armour (AC) initially and then, when a location reaches AC zero, further damage is taken from Hit Points (HP's). When a location reaches zero HP's it's unusable, when the body reaches zero HP's fall over and groan and hope someone comes to heal you before you bleed to death – there's no definite guideline for this, just your conscience. Minus 3 HP's on any location is **BAD**.

However - arrows and bolts ignore armour and take damage directly from HP's without reducing AC.

Weapons:

Single-handed weapons, quarterstaves = single damage.

2-H weapons, arrows/bolts, Players with 'Mastery' Skill (using single-handed weapons) = double damage.

You don't require a specific skill to do double damage, if you can use a 2-weapon/bow/crossbow then you automatically do X2 damage. X2 damage is now the maximum for Players. **No one needs to call 'Double!'**

If you take a hit from a X2 damage weapon (excluding 'Mastery' blows), you should stagger back a bit to reflect the power of the blow – again, it's about making the combat look good.

Any Player or Monster doing X2 damage with either the Mastery skill or a Magic Weapon, will have a coloured ribbon tied to their wrist or weapon – it is up to them to present these clearly to the opponent before a combat commences to signify the fact that they will be doing X2 damage. And still, **no one needs to call 'Double!'**

Armour:

Each AC point equals protection against 1 point of damage e.g. AC5 = Protects against 5 points of damage.

AC Value

Type:

0 points	Plain cloth.
1 point	Thin Leather/padded cloth/furs.
2 points	Thin Quilted/Studded leather, Medium leather
3 points	Medium Studded/Ringed leather, Heavy Leather
4 points	Chainmail/Metal Scale
5 points	Plate Metal

To work out AC percentages on the body:

Mages: May have up to 25% of body in metal armour (except Wargrims = 50%).

Reeves: May have up to 50% of body in metal.

Stalkers: May have up to 75% of body in metal (except Gypsies and Journeymen = 50%).

Warriors: Have unlimited armour use.

The torso counts as 50% of the body - limbs and the head count as 10% each. Chain, Metal Scale and Plate count as *full* metal in any one location, studded etc, probably counts for about 50% metal in any one location. E.g. Reeves could wear studded on all locations, Mages could wear studded on the torso.

Special Combat Calls:

Besides the usual “*Time In/Out/Freeze*” and “*Man Down*”, there are a couple of new calls you may hear during combat, it’s important that both Players and Monsters know how to react to them.

“*Slow Time*” – When you hear this call, everyone should start moving in S.L.O.W M.O.T.I.O.N. Spells will take twice as long to cast. There is likely to be one or two people moving at normal speed during this period – they won’t be cheating, they are using a special Skill which effectively means they are moving at lightening speed relative to everyone else. This generally lasts for a count of 30 or so seconds before normal time resumes. All damage received in Slow time is taken as normal, so be careful!

“*Brawl*” – This may only be called by a Ref. When you hear this call you should place all your weapons and shields to one side and engage in S.L.O.W M.O.T.I.O.N hand-to-hand fighting. Combat is of the exaggerated, theatrical kind – Fists will fly (slowly), and faces will be gurned (impressively), but wrestling is definitely discouraged. Damage is only temporary and you will recover from it at the end with little more than a sore head. Generally after being whacked as many times as you have Body HP’s (ignoring armour), you’ll go down and crawl out of harm’s way. No Spells or special Skills may be used during a Brawl.

List-Free Spell Casting:

This could all go HORRIBLY wrong – but obviously we’re hoping it doesn’t...

The idea is that, providing we’re all sensible about this, a spell-using character can create almost ANY spell that their class would reasonably be expected to be able to cast, thus there are no specific Spell lists any more! There are guidelines listed in Section 4 of the Full Rules for what general types of spells each class should be able to use – i.e. Healers casting predominantly curative spells and no destructive ones, Shamen casting spells that deal with the spirit world and undead etc, but the specifics will be left to the players.

This means that it is purely down to the spell-casters imagination, theatrical flair and communication skill to create and cast a spell successfully. Basically, if you can cast a spell well enough so that:

- A:** The recipient can understand it and how to react
- B:** It would be reasonable for your class to cast such a spell
- C:** You spend enough time and effort in casting it
- D:** You're not taking the piss

...then you can do it. (Please - just don’t make the Refs refer to ‘***Rule D***’ too often ok?)

Any really adventurous spells will require a ref present to adjudicate. If the recipients/Ref think the spell is stupid/reasonable/well done/ amazingly well done, then they should react according to their own conscience.

Suggested Casting Times for Spells: Simple/Minor = 2 Seconds. Medium Power = 4 Seconds.

Difficult/Powerful = 8 Seconds. Very Difficult/Very Powerful = 16 Seconds plus. Extremely Difficult = ?

To Focus Spells:

A Focused Spell takes less time to cast, but costs 2MP's.

To Focus a spell use the words "*I Focus The Spell Of...*" and then the spell title – Monsters and Players should react as if the spell had been well cast.

Being attacked while casting spells:

You'll lose the MP's committed to the spell if a spell casting is badly interrupted (e.g. being heavily physically attacked), due to the whole energy feedback malarkey, and will have to start the Spell again.

Wargrims are the ONLY class not affected in this way.

A MONSTERS' GUIDE TO REACTING TO SPELLS:

The rules are simple - *A poor performance should create a poor result, a great performance should create a great result.*

A good Player should give a Monster some indication in their verbals as to how they'd like them to react, if in doubt then the default is probably: If it seemed like an attack - take 1 hit to the body and stagger back, if it was something else – look confused, improvise or ask for clarification (if possible in the current situation).

Otherwise, if the Monster *really has no idea* then they'll probably ignore it, as it probably wasn't very well executed in the first place. **It will still cost the Caster 1 MP though!**

However – if a Monster fails to react sufficiently, or even at all, to a spell that was *obviously* well-cast, then the Player should probably keep the Mind Point otherwise expended on that Spell - be warned though, Refs (and probably Crew and other Players) will be on the lookout for obvious or repeated abuse in this area!

Example: A *Fireball* that takes 3 seconds to cast may cause 1 hit of damage to one person and make them have to beat out a smouldering area. A *Fireball* that takes 10 seconds to cast will probably kill you. A *Fireball* that takes 20+ seconds to cast will certainly kill you and probably anyone standing near you too, it will also probably burn down most of the surrounding area if the wood is dry.

A Player shouts "*I Focus The Spell Of...*": In this event, the Monster should react as if the Caster gave a *good* performance. As casting Spells in this way costs the Player twice as many Mind Points as normal, they deserve a good return as a result. 'Focus' won't create the REALLY impressive results such as a 20 second *Fireball*, but the recipient should certainly react well.

A PLAYERS' GUIDE TO REACTING TO MONSTER SPELLS:

Monsters and NPC's casting spells will generally have a Ref present, or may even 'Self-Ref'. However, if no Ref is present, then as a general rule Players should react to spells along the lines of: **the bigger/nastier the opponent is, the more powerful the spell's effect is likely to be.** Again, the important thing is that everyone '*plays the game*' and reacts in a reasonable manner.

BE AWARE: Monsters can also 'Focus' spells, and the same rules apply to both Players and Monsters!

Classes and their Skills:

Any SKILL marked in **Blue** is free, that Class already has that skill. All other skills cost 1 point to buy. Players with surviving Mythlore characters will have 12 points with which to recreate their old character, players creating new characters will have 9-10 points to spend. Skills, Spells, Creeds etc are explained in the full 'GENERAL RULES OF CONDUCT AND SYSTEMS OF FAIR PLAY' available from all good bookstores... or Mark.

FIGHTERS:

Warrior:

SKILLS: Any Armour Use – Any Weapon Use – Any Shield Use – Range & Thrown Weapon Use – X2 Endurance – X1 Mental Discipline – Standard Armour Repair (all Levels) – Weapon Mastery – Advanced Field Surgery – Field Armour Repair – Herblore (levels 1,2,3)
LIMITS: No Spell Use.

Ranger:

SKILLS: Any Armour Use – Any Weapon Use – Small Shield Use – Range & Thrown Spear Weapon Use – X2 Endurance – X1 Mental Discipline – Herblore (Levels 1,2,3,4) – Trail Lore – Advanced Field Surgery – Weapon Mastery – Field Armour Repair (all Levels).
LIMITS: No Spell Use – Creed: The Land.

Barbarian:

SKILLS: Any Armour Use* – Almost Any Weapon Use – Thrown Spear Weapon Use – Medium Shield Use – X3 Endurance – X1 Mental Discipline – Berserk – Woad – Advanced Field Surgery – Standard Armour Repair (all Levels) – Herblore (Levels 1,2).
LIMITS: *AC3 Use Limit (or at least 40% of locations must be bare skin if AC 4 or 5 is worn) – No Range Weapons other than Spear – No Spell Use – Creed: Honour.

Knight: Types of Spell – Light, Small Cures, Inspire – Very limited!

SKILLS: Any Armour Use – Almost Any Weapon Use – Any Shield Use – Limited Spell Use – X2 Endurance – X2 Mental Discipline – Advanced Field Surgery – Standard Armour Repair (all Levels) – Weapon Mastery.
LIMITS: Creeds: Honour & Gallantry – No Range or Thrown Weapons – No Focus Spell

Shangarin:

SKILLS: Any Armour Use – Blade Weapon Use – Range Weapon Use (bow) – X2 Endurance – X2 Mental Discipline – Weapon Mastery – Chi (Levels 1, 2, 3, 4) – Standard Armour Repair (all Levels) – Advanced Field Surgery.
LIMITS: Creed: Honour – Blade Weapons Use Only – No Thrown Weapons – No Shield Use

Duellist:

SKILLS: Any Armour Use – 1-Handed Weapon Use – X2 Endurance – X1 Mental Discipline – Weapon Mastery – Challenge – Disarm – Blag – Advanced Field Surgery – Evaluate – Standard Armour Repair (all Levels).
LIMITS: Creed: Gallantry (occasional) – No Shield Use – No 2-Handed Weapon Use – No Range or Thrown Weapon Use.

LOREREEVES:

Lorereeve: Types of Spell – Healing, Warding – Not Destructive!

SKILLS: 50% Metal Armour Use – Blunt Weapon Use – Any Shield Use – Spell Use – Focus Spell – X4 Mental Discipline – X2 Endurance – Advanced Field Surgery – Blunt Weapon Use – Standard Armour Repair (all Levels).

LIMITS: No Bladed Weapons – No Range or Thrown Weapons - Creed: The Lore.

Druid: Types of Spell – Nature-based, Healing – Not Destructive!

SKILLS: 50% Metal Armour Use – 1-Handed, Range, Thrown Spear & Quarterstaff Weapon Use – Small Shield Use – Spell Use – Focus Spell – X4 Mental Discipline – X2 Endurance – Herblore (Levels 1,2,3,4) - Trail Lore – Basic Field Surgery (Bandage).

LIMITS: Creeds: The Lore & The Land.

Shaman: Types of Spell – Divination, Minor Healing, Spirit World and the undead. – Not Destructive!

SKILLS: 50% Metal Armour Use – 1-Handed & Quarterstaff Weapon Use – Small Shield Use – Spell Use – Focus Spell – X4 Mental Discipline – X2 Endurance – Woad – Herblore (Levels 1,2,3) – Basic Field Surgery (Bandage).

LIMITS: No Range or Thrown Weapons - Creed: The Lore.

Healer: Types of Spell – Healing, Restorative – Definitely not Destructive!

SKILLS: 50% Metal Armour Use – Dagger & Quarterstaff Weapon Use – Medium Shield Use – Spell Use – Focus Spell - X2 Endurance – X4 Mental Discipline – Herblore (Levels 1,2,3,4) – Advanced Field Surgery

LIMITS: No Range or Thrown Weapons - Creed: The Lore.

Monk: Types of Spell – Close Combat, Protect Self – Very limited!

SKILLS: 50% Metal Armour Use – Dagger, Quarterstaff & Thrown Weapon Use – Spell Use – Focus Spell - Chi (Level's 1,2,3,4) – X2 Endurance – X3 Mental Discipline – Herblore (Levels 1,2) - Basic Field Surgery (Bandage).

LIMITS: Creed: The Lore - No Shield Use – No Range Weapons.

STALKERS:

Stalker:

SKILLS: 75% Metal Armour Use – 1-Handed & Range Weapon Use – Small Shield Use - X2 Endurance – X1 Mental Discipline - Burglary – Basic Field Surgery (Bandage) - Blag – Evaluate – Trail Lore – Field Armour Repair (all Levels).

LIMITS: No Spell Use

Thief:

SKILLS: 75% Metal Armour Use – 1-Handed & Small Thrown Weapon Use – Small Shield Use - X2 Endurance – X1 Mental Discipline – Lockpick - Basic Field Surgery (Bandage) – Blag – Disguise - Evaluate/Fence – Poison Resistance – Field Armour Repair (all Levels).

LIMITS: No Range Weapon Use - No Spell Use.

Gypsy: Types of Spell – Minor Bewilderment, Small Cures – Very limited!

SKILLS: 50% Metal Armour Use – 1-Handed & Quarterstaff Weapon Use – Small Shield Use - Limited Spell Use - X2 Endurance – X2 Mental Discipline - Basic Field Surgery (Bandage) – Blag – Curse – Fortune Telling – Herblore (Levels 1,2,3) – Trail Lore.

LIMITS: No Range or Thrown Weapon Use - No Focus Spell.

Assassin:

SKILLS: 75% Metal Armour Use – 1-Handed, Range & Small Thrown Weapon Use - X2 Endurance – X1 Mental Discipline - Burglary (Level's 1,2) – Basic Field Surgery (Bandage) – Disguise - Poison Resistance – Backstab – Deadly Accuracy – Sniff (poison identification only).

LIMITS: No Shield Use – No Spell Use.

Journeyman: Types of Spell – Small Cures – Very limited!

SKILLS: 50% Metal Armour Use – 1-Handed & Quarterstaff Weapon Use – Small Shield Use - Limited Spell Use - X2 Endurance – X2 Mental Discipline – Document – Basic Field Surgery (Bandage) – Blag – Speak Language – Herblore (Levels 1,2,3)

LIMITS: No Range or Thrown Weapon Use – No Focus Spell.

MAGES:

Mage: Types of Spell - Damage, Create, Change, Detect

SKILLS: 25% Metal Armour Use – Quarterstaff & Dagger Weapon Use – Spell Use – Focus Spell - X2 Endurance – X4 Mental Discipline – Basic Field Surgery (Bandage) - Herblore (levels 1,2,3,4).

LIMITS: No Range or Thrown Weapon Use - No Shield Use.

Wargrim: Types of Spell – Damage, Protect Self

SKILLS: 50% Metal Armour Use – 1-Handed, Quarterstaff & Dagger Weapon Use – Spell Use – Focus Spell - X2 Endurance – X3 Mental Discipline – Basic Field Surgery (Bandage) – Standard Armour Repair (all Levels) – Field Armour Repair (all Levels).

LIMITS: No Range or Thrown Weapon Use - No Shield Use – Creed: Honour.

Elementalist: Types of Spell – Any Spell that affects one of the 4 Elements – Earth, Air, Fire or Water.

SKILLS: 25% Metal Armour Use – Quarterstaff & Dagger Weapon Use – Spell Use – Focus Spell - X2 Endurance – X4 Mental Discipline – Basic Field Surgery (Bandage) – Herblore (levels 1,2,3,4)

LIMITS: No Range or Thrown Weapon Use - No Shield Use.

Alchemist: Types of Spell – Heat-Based, Create, Transmute, Detect, Medicinal – Limited Destructive!

SKILLS: 25% Metal Armour Use – Quarterstaff & Dagger weapon Use – Spell Use - X2 Endurance – X4 Mental Discipline - Advanced Field Surgery - Concoction – Herblore (levels 1,2,3,4) - Sniff.

LIMITS: No Range or Thrown Weapon Use - No Shield Use - No Focus Spell Skill (although they may assist in Ritual Focus).

Bard: Types of Spell – Mind Control, Communicate – Not Destructive!

SKILLS: 25% Metal Armour Use – Quarterstaff & Dagger weapon Use – Spell Use - X2 Endurance – X4 Mental Discipline – Challenge – Blag – Disguise - Basic Field Surgery (Bandage) – Herblore (levels 1,2,3,4)

LIMITS: No Range or Thrown Weapon Use - No Shield Use - No Focus Spell Skill (although they may assist in Ritual Focus) – Creed: Gallantry (generally - although there are some f***ing crude Bards out there too).

Hit Points and Mind Points for each Class:

Endurance: Endurance is the result of intensive physical training and field experience. It enables the player to endure more damage during battle by a combination of physical dexterity, increased stamina, resistance to pain and a subtle internal channelling of magic to toughen the body itself.

Each Endurance increase = **+1 HP** to all locations.

Mental Discipline: By training the mind through practice and mental exercise, the player increases the amount of Lore/Aether he or she can store and use before needing to meditate/rest and replenish. Each Mental Discipline increase = **+ 1 MP**

CHARACTER CLASS:	STARTING POINTS: Initial HP and MP for each class.		MAXIMUM INCREASES:			
	Body/Limb	Mind	ENDURANCE: Total Allowed:	Body/Limb Max:	MENTAL: Total Allowed:	MP Max:
WARRIOR	3/2	2	x2	5/4	x1	3
BARBARIAN	3/2	2	x3	6/5	x1	3
SHANGARIN	3/2	3	x2	5/4	x2	5
RANGER	3/2	2	x2	5/4	x1	3
DUELLIST	3/2	3	x2	5/4	x2	5
KNIGHT	3/2	3	x2	5/4	x2	5
LOREREEVE	3/1	6	x2	5/3	x4	10
SHAMAN	3/1	6	x2	5/3	x4	10
DRUID	3/1	6	x2	5/3	x4	10
HEALER	3/1	6	x2	5/3	x4	10
MONK	3/1	6	x2	5/3	x3	9
STALKER	3/1	3	x2	5/3	x1	4
ASSASSIN	3/1	3	x2	5/3	x1	4
THIEF	3/1	3	x2	5/3	x1	4
GYPSY	3/1	4	x2	5/3	x2	5
JOURNEYMAN	3/1	4	x2	5/3	x2	5
MAGE	2/1	6	x2	4/3	x4	10
ELEMENTALIST	2/1	6	x2	4/3	x4	10
WARGRIM	2/1	5	x2	4/3	x4	9
ALCHEMIST	2/1	6	x2	4/3	x4	10
BARD	2/1	6	x2	4/3	x4	10

N.B. MP maximums used to be higher, but since all Spells now cost 1MP they've been reduced again.

Racial Modifiers:

Human: None.

Elf: -1 Body HP/ +1MP at start. Immune to PARALYSIS.

Half Elf: None. Partial Immunity to PARALYSIS.

Dwarf: +1 Body HP at start/One less *Mental Discipline* increase available per class. Immune to FEAR.

Dwamori: =1 Body HP at start/One less Mental Discipline increase available per class.

Half Orc: +1 Body HP at start/ -1 MP at start. Immune to DISEASE.

Please note: there's no Half Ogre class any more – it was an arms race too far! Dwamori are basically Dwarves for the vertically gifted, and were in the original system – honest!

Creeds explained:

These are new – they're guidelines or codes of conduct for various Classes. They're not set in stone, but they *are* considered as the 'norm'. Acting outside them may draw adverse attention to you:

The Lore – All Reeves of all types follow this creed.

The Land – The creed by which all Rangers, Druids and many Gypsy's live.

Gallantry – The creed by which all Knights and many Duellists live.

Honour – The creed by which all Barbarians and many Shangarin and Knights live.

Final Acts Of Heroism:

When your back's against the wall, there may be the chance of one last rule-bending act of heroism - maybe you *are* able to Focus an Extreme spell on your own, or continue to fight when your wounds would have felled a lesser man or woman – all things may be possible in the final act. Just be warned that your heroic deed may well come with a heavy personal penalty – you may not even survive the act.

Monsters will be well briefed, but to ensure everyone knows you're not just cheating, you'd have to put on a good show and make it look like a real effort to achieve. As usual, make it look good and you may just pull it off!

However, please note: **only one player may try at a time**, so if someone's gone into HERO mode already then you'll just have to wait until they've had their shot before you try.

Epilogue:

So – that's the basics really, 8 pages, not bad eh? If you want to know about SKILLS such as '*Disarm*' and '*Blag*', and examples of the types of SPELLS available, then you'll just have to dive into the proper full system which is a mere 31 pages long – which includes both covers, an intro and an index...a few pretty pictures and some slight repetition repetition – so let's say it's about 23 pages in total shall we? And let's face it – that's not too bad for creating an entire world really.

Anyway, hopefully it's all a wee bit less scary now and you can sleep well assured that you're not going to have to memorise the bloody bible to survive the Reunions.

Cheers

Mark – June 2009