

# Mythras Player Cheat Sheet

## PROACTIVE ACTIONS

Attempt on turn by spending an AP

<b>Attack</b>	Strike with a hand-to-hand or ranged weapon
<b>Brace</b>	Treat SIZ as 50% bigger to resist Knockback or Leaping attacks; SIZ is doubled against <i>Bash</i> special effect
<b>Cast Magic</b>	Cast a spell, call for a miracle, invoke a talent, or summon a spirit; spell may be released at any moment until caster's next turn (at which point it can be held for later effect)
<b>Change Range</b>	Close on or retreat from an opponent; automatic success if opponent has no AP; otherwise: opposed test vs. Evade, or opponent may attack a closing character using combat skill vs. Evade
<b>Delay</b>	Conserve action to later perform a Reactive Action
<b>Dither</b>	Do nothing
<b>Hold Magic</b>	Once casting is complete, hold a spell, miracle or spirit, awaiting the best moment to release it
<b>Mount</b>	Mount or dismount a riding beast
<b>Move</b>	If unengaged, move any distance
<b>Outmanoeuvre</b>	Engage multiple opponents with group opposed roll of Evade; opponents who fail cannot attack that Combat Round
<b>Ready Weapon</b>	Draw, sheath or reload a weapon; retrieving a nearby dropped weapon requires two turns
<b>Regain Footing</b>	If unengaged, regain footing
<b>Struggle</b>	Break free from a special effect

## REACTIVE ACTIONS

Attempt any time during a Combat Round as a response to imminent threat by spending an AP

<b>Counter Spell</b>	Dismiss or counter an incoming spell, miracle or spirit; countering magic with a casting time longer than one turn must be prepared in advance and held
<b>Evade</b>	Dive or roll clear of threats such as missiles or a charging attack; character is prone
<b>Interrupt</b>	Delaying characters only; halts an opponent's action in order to take delayed turn
<b>Parry</b>	Deflect an incoming attack

## FREE ACTIONS

Attempt any time during a Combat Round; costs no AP

<b>Assess Situation</b>	If unengaged, make a Perception roll; success alerts to any relevant changes in the tactical situation
<b>Drop Weapon</b>	Drop weapon to ground
<b>Signal</b>	Gesturing to one or more participants
<b>Speak</b>	Limited to short phrases
<b>Use Luck Point</b>	Expend a Luck Point
<b>Ward Location</b>	Guard a particular Hit Location by dedicating a weapon to cover the area; any hit that lands in that location is automatically downgraded as per normal parry rules; ward continues until weapon is used to attack or actively parry