Mythic Mortals Reference Sheet

Actions on your turn

Attack with your Weapon †

Roll under ACCURACY to attack with a weapon. If successful, any weapon text takes effect.

Use an Ability † *(usually Mythos)*

Depends on ability. Read the text closely.

Sprint †

Move up to Shout Range.

Perform a Trick †

Whenever you want to do something non-combat related, roll under or equal to DAMAGE.

Vent

Discard two cards on your Mat. Place the other two in the bottom of your Deck. Draw and place 4 new cards in any order. Reset Stability Track to "Fresh".

Ranges

Melee: Size of an Average Room (40 ft.)

Shout: 2-3 Melee lengths (100 ft.), meaning you could hear your target clearly if they shouted.

Sight: 2 or more Shout lengths (200 ft), meaning you can clearly see your target.

Reactions to a threat

Dodge †

Roll under DEFENSE to avoid all damage and effects of a threat or danger

Block †

No Roll Required. Reduce damage taken by the value of DEFENSE. You still suffer any negative effects.

Take the Hit

Suffer full damage and all negative effects. Do not move along the Stability Track.

† *After the action/reaction is complete, move your token along the Stability Track.*

Misc Rules

• Words in caps refer to the value of the card in that Slot. "DAMAGE" = value of card in Damage Slot.

• Always round up to the nearest whole number.

• In case of conflict, newer effects override old ones.

• In case of a tie, ♣ >> ♦ >> ♥ >> ♠

• "Target" can refer to an ally or an enemy.

• When you Recover cards, search your Discard, choosing cards to place in the bottom of your Deck.

Invigorate

While an ally's Deck has 10 cards or less, you may Invigorate them. To Invigorate an ally, discard 4 cards from the top of your Deck. That ally immediately recovers 3 cards. This does not take up your turn. You cannot Invigorate a dead ally.

Default Mat Rules

Unless these rules are explicitly over-written, they hold true for every type of text.

Weapons: Roll under ACCURACY to use this weapon. It can be used against one target in Melee Range. It deals full DAMAGE. If weapon affects allies, they can't React to it.

Abilities: Roll under MYTHOS to use this ability. It can be used on one target in Melee Range. It deals 0 damage. If ability affects allies, they can't React.

Bonuses: This bonus is always active. It doesn't require a roll. It doesn't take up your turn. Affected targets cannot react to the effects of this bonus.

Flaws: This Flaw is always active. It does not require a roll. Affected targets can't react.