

MYTH QUICKSTART RULES

Myth is a collaborative game built on mutual respect. Be inclusive, support new players, and roleplay with fairness. You are not expected to memorize all keywords right away—you'll learn them over time.

TERMS AND KEY WORDS

- **(Trait):** This keyword indicates the magic type that powers a skill. Even if there is a Trait listed, it is only considered a Spell if it also meets the Spell keyword. The trait can be any of the following magic types: Arcane, Air, Blood, Divine, Earth, Fire, Mind, Nature, Spirit, or Water.
- **Bestow:** You may only have one Bestowed effect of each type on yourself. Bestows expire after Short Rest unless otherwise indicated.
- **Bleed Out:** After reaching zero Hit Points, you fall unconscious. After 5 minutes, you enter the Dead state.
- **Crit:** This keyword allows Damage or effects to bypass all armor and weapons, directly affecting the target's torso (or specified area), even if blocked by a shield or weapon.
- **Damage:** Reduces the target's Armor Points (AP) or Hit Points (HP) by the specified amount.
- **Dead State:** After 5 minutes the character becomes a spirit and heads to Dedrot's realm.
- **Execute:** Brings a Helpless character to a dead state. After 5 minutes the character becomes a spirit and heads to Dedrot's realm.
- **Heal:** Restores a number of Hit Points stated in the skill. This will not take you above your maximum Hit Point total.
- **Helpless:** When a person is unconscious, in Bleed Out, Paralyzed, Asleep, or otherwise completely unable to move.
- **Long Rest:** Usable once per purchase per day, resetting at 9 am the following day. Restores Hit Points, Armor Points, Long Rest Skills, and Temporary Effects.
- **Maim:** This effect renders the affected limb unusable until cured. If you are maimed in the arm, you may not do anything with that arm. If you are maimed in the leg, you must drag that leg or drop to a knee. If both legs are maimed, you may still crawl.
- **Paralyze:** You must stay as still as possible. You may not move, speak, use skills, or use items for the duration unless otherwise specified.
- **Poison:** After 60 seconds you enter the Death state, unless otherwise stated.
- **Resist:** State "Resist" and do not take the Damage or effect. Informs the attacker that their ability has been used and has failed for some reason.
- **Short Rest:** Usable once per purchase, resets after a 15-minute break in specified restful areas. Nearby combat within strikeable melee range interrupts this reset. Restores Short Rest Skills and Temporary Effects like Stamina. Does not restore Hit Points or Armor Points unless otherwise stated.
- **Temporary:** The bonus does not count towards any maximums, is the first lost, and lasts until your next Short Rest. You may not have more than one of the same temporary bonus active at any time.
- **Through:** This indicates a Spell is being cast. Anything that uses this Keyword is considered a Spell. If a Through effect strikes a weapon or shield, it is not blocked and the target takes the effect.

CHARACTER EQUIPMENT

Specific Armor Coverage

- **Light Armor:** Light Armor offers 1 Armor Point of protection per area covered. Light armor includes padded cloth or leather.
- **Medium Armor:** Medium Armor provides 2 Armor Points of protection per area covered. Examples are studded leather, chain shirts (not full arms), furs/hide, and scale mail.
- **Heavy Armor:** Heavy Armor provides 3 Armor Points of protection per area covered, some heavy armor examples are ring mail, full-sleeve chain mail, splint mail, and plate.

Melee Combat

- **Lightest Touch Principle:** Strive for minimal force in your strikes while anticipating some impact. Even if a hit feels soft, it still counts in combat.
- **Invalid Targets:** Avoid striking your opponent's head, neck, hand, or groin. Repeated striking of these areas may cause course correction.
- **Checking Swings:** If someone is hitting too hard, say, "Check your swings." Machine Gunning: Strike different areas before returning to a previously hit spot.
- **Skill Calls:** Announce your combat skill before attacking. For example, say "Maim!" then attempt your strike.

SPELLCASTING

- **Reciting the Incantation:** To cast a spell, recite the incantation clearly and loudly enough for your target to hear and understand.
- **Interrupted Spells:** While casting a spell, the magic is lost if you take damage or are affected by anything that would prevent you from ultimately casting your spell.
- **Throwing Spell Packets:** After completing the incantation, firmly and accurately throw the spell packet at your target.
- **Canceling Spells:** You may cancel any duration-based spell you've cast before it ends by stating, "I dispel my (spell name) spell."
- **Legal Spell Targets:** A spell that is delivered via packet, affects you if it hits any part of your body or anything you're holding, carrying, or wearing. The exception to this is your head, throat, or groin areas. Yes, hands count as legal targets with spells. Spells delivered via weapon are not blocked by shields and other weapons.

CRITICAL SAFETY CALLS

For a safe and enjoyable experience at Myth, it's essential to understand and use these critical safety calls correctly:

- **Game Stop:** Shout "Game Stop!" and stand still. Others should echo Game Stop and kneel. This halts gameplay for serious emergencies. Only the production staff or first responder can end a Game Stop for medical emergencies.
- **Caution:** Use "Caution!" to warn of immediate risks, like "Caution! Watch the rocks behind you." It's like a temporary pause between you and the notified person to prevent injury.
- **Clarify:** If something is unclear, say "Clarify," as in "Clarify. I couldn't understand you through your mask." It's for understanding game mechanics or communication, not for identifying NPCs or players, or objects.
- **Yellow Arm Band:** Wearing yellow armbands means the player is not participating in combat due to safety or medical reasons. Do not strike or engage them physically. Point your weapon at them and say, "I knock you unconscious" or "I kill you."

STARTING HIT POINTS & COINS

- **Hit Points:** All players start with 3 Hit Points. This value may be increased through class skills or equipment.
- **Starting Coins:** All new players receive 10 silver coins at check-in. Be sure to ask for them!

ROLEPLAYING EXPECTATIONS

- **Act Your Wounds:** When taking damage, act it out! Limp, stagger, grunt in pain—this enhances immersion and helps others understand what's happening to you.
- **Stay in Character:** Speak, act, and think as your character would at all times during game; avoid modern references or out-of-character talk unless using a safety call.

Need help or have questions? Connect with us by email, join our Discord, or find us on Facebook—both our Page and Group are active and welcoming!