

# Mythic Heroes & Legends QRS

## Attribute Bonus Table

Attribute Roll	Description	Bonus
3-8	Below Average	-1
9-12	Average	None
13-15	Good	+1
16-17	Excellent	+2
18+	Superior	+3

## Melee Weapons

Weapon	Damage	Special	Weight (lb.)	Cost (gp)
Axe, Battle†	Normal	+1 vs Chain Mail	10	7
Axe, Hand‡	Light	+1 vs Chain Mail	5	3
Axe, Great*	Heavy	+1 vs Chain Mail	10	10
Club	Light	+1 vs Unarmored	10	–
Dagger	Light	+1 vs Unarmored	2	3
Flail	Normal	+1 vs Shield	15	8
Mace	Normal	+1 vs Plate Mail	10	5
Morning Star	Heavy	+1 vs Plate Mail	15	6
Polearm (Bardiche, Halberd, etc.)*	Heavy	Extra d6 on Critical	15	7
Spear†‡	Normal	Extra d6 on Critical	10	2
Staff*	Normal	+1 vs Unarmored	10	1
Sword, Long	Normal	+1 vs Leather	10	40
Sword, Scimitar	Normal	+1 vs Unarmored	10	45
Sword, Short (Cutlass, Tulwar, Gladius, etc.)	Normal	Extra d6 on Critical	5	25
Sword, Two-handed*	Heavy	+1 vs Leather	15	60
Warhammer	Normal	+1 vs Full Plate	10	5
Lucern Hammer*	Heavy	+1 vs Full Plate	10	30

Heavy weapons requiring two hands to wield, roll two d6 and take the highest roll

Normal weapons do a single d6 damage.

Light Weapons roll two d6 and take the lowest.

(Note: a few “Normal” weight weapons require two hands to wield but only do normal damage.)

## Armor:

Armor	Effect on AC	Weight (lb.)*	Cost (sp)
Leather	+2	25	60
Chain mail	+4	50	120
Plate mail	+6	60	400
Full Plate	+8	50	2000
Small Shield	+1	5	30
Regular Shield	+2	10	40
Tower Shield	+2 (+4 vs Missiles)	15	60

## Combat Modifiers

Situations	Modifiers
Opponent is Held or Restrained	+4
Higher than Opponent (or Opponent Prone)	+2
Attack from the Rear	+2
Foe is Invisible	-4
%50 Target in Cover vs Missile Weapons	-2
%75 Target in Cover vs Missile Weapons	-4
Missile Weapons at Medium Range	-4
Missile Weapons at Long Range	-8
Missile Weapons Adjacent	Not Allowed

**Task Check:**

A difficulty level is determined and requires the following roll or higher on a :

Difficult task: 6  
 Very Difficult task: 8  
 Heroic task: 12

The player will roll the die and then add appropriate bonuses.

Attribute bonus:

Class Bonus:

Calculate Advantage

**Morale Table**

Roll 2D6	Outcome:
2-3	Retreat: Foe's flee in rout
4-5	Defensive Stance: Foes Fall Back -2 on further tests
6-9	Fight On!: The fight continues. -1 on further tests
10-11	Confident: Foes +2 on further tests.
12	Berserk: Foes fight till death

Modifiers:

-1 Leader is a casualty

-1 Orcs, Goblins, and other light hating foes in full daylight

Referees may grant modifiers as they see fit.

**Reaction Table**

Roll 2D6	Outcome:
2-3	Immediate Attack
4-5	Distrust -2 on further checks
6-9	Neutral Stance
10-11	Friendly will offer aid with reservation
12	Will offer aid without reservation

Modifiers:

+/- Charisma Bonus

+1 Same Alignment

-3 Opposing Alignment

-2 Party is seen as invaders

-1 Different Race

-1 Monster with Animal Intelligence

Referees may grant modifiers as they see fit.

**Movement Rate**

Bulk Carried (Heft)	Elf/Human	Dwarf	Encumbrance Modifier
0-1 Heft Points	6	5	0
2 Heft Points	5	5	-1
3 Heft Points	4	4	-2
4 Heft Points	3	3	-3

Add the following for each line:

+1 Heft for wearing Chain Armor

+2 Heft for wearing Plate Armor

+1 Heft for carry a Two-Handed Weapon (bows count!)

+1 Heft for carrying a Medium or Larger Shield

+1 Heft for carrying a bulky object requiring 2 hands

+1 Heft for carrying up to 6 items

+2 Heft for carrying up to 12 items

+3 Heft for carrying up to 18 items

-1 Heft for having a Strength 15 or higher

Base movement rate is calculated on the table below in segments of 5 feet per turn