

## MYTHOS

Roll under MYTHOS to use these Abilities

-  **Careful Aim:** No Roll Required. Deal ½ MYTHOS damage to an enemy in Shout range.
-  **Cupid's Crossbow:** Fire at an ally within Sight range. That ally immediately recovers 4 cards.
-  **Aggressive Shot:** Fire at a target in Shout range. That target will immediately turn and attack the closest creature to it.
-  **Wide Spread Pain:** Inflict ½ DAMAGE on up to 3 enemies in Sight range.

## ACCURACY

Choose your Weapon

-  **Light Bow:** Attack an enemy in Sight range. If this longbow is upgraded by Wind, it deals 10 damage.
-  **Shotgun:** Only has two shots. Each shot deals 6 damage. Both shots can be fired at once.
-  **Rapid Crossbow:** Fire 3 shots, each doing 2 damage. Can be split between targets in Shout range.
-  **Ghost Gun:** You can target and hit enemies in Shout range through any wall or material.

## DEFENSE

Weapon Elemental Bonus  
*(Doesn't affect Mythos abilities)*

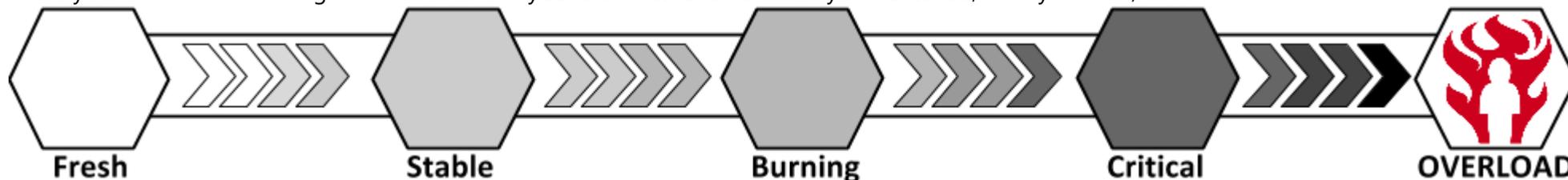
-  Shots explode in a ball of **Fire**, knocking back everything in melee range of the target.
-  Shots cover targets with **Earth** sludge, pinning them in place until your next turn. (Bosses merely slowed)
-  Your shots ride the **Wind**, increasing their range one tier.
-  Your shots freeze foes with **Ice**. The next attack made against that foe deals +4 damage.

## DAMAGE

Suffer from a terrible Flaw

-  **Stubborn:** You pride yourself on your skill with ranged weapons, and refuse to move.
-  **Confused:** You must roll your dice OVER slot values, instead of under them.
-  **Bad Forecast:** When you attack a foe with an element, that element affects you as well. (for Wind you suffer 4 damage)
-  **Lazy:** Why do all the work when other people can do it? You go last in the turn order each round.

Move your token or coin along the track after every **Action** or **Reaction**. When you **Overload**, clear your Mat, and reset to "Fresh".



### Actions you can take on your turn:

- ▶ Attack with **Weapon** (Roll ACCURACY)
- ▶ Perform a **Trick** (Roll DAMAGE)
- ▶ **Vent:** Discard 2 from your Mat, place 2 in bottom of Deck, protected until next turn
- ▶ Use a **Mythos** ability (Roll MYTHOS)
- ▶ **Sprint:** Move up to Shout Range

### Reactions to a Threat:

- ▶ **Dodge:** Roll under DEFENSE, avoid damage
- ▶ **Block:** Reduce damage taken by DEFENSE
- ▶ **Take the Hit:** Take full Damage, but don't move down the Track

### Face Card Values:

- Ace:** 8
- Jack:** 9
- Queen:** 10
- King:** 11



My eyes are sharp, my hands are steady, and my aim is true. I wield a variety of ranged weapons, and deal death from afar. With a freezing chill or a fiery explosion my shots channel the elements. **I am the Hunter.**

# Mythic Mortals Reference Sheet

## Actions on your turn

### Attack with your Weapon †

Roll under ACCURACY to attack with a weapon. On a successful hit, 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 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

- ALL CAPS refer to the value of the card in a Slot.
- Always round up to the nearest whole number.
- Newer effects override older 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 the 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 Rule Text

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 on 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.



# Ancient Power

Play as a minor god, spirit, or power that aids the players. Although you aren't a player, you can still influence the battle! Don't be a jerk. Sometimes you have to play a curse to make room in your hand; but don't forget that your main job is to support the players!

## Choose

### Your Craving

As soon as you get your Mat, draw 4 cards from your deck and hold them in your hand.

Your max hand size is 6. If you already have 6 cards in your hand, you can't draw any more cards.

Pick one of the Four Natures:

**Growth** – At the beginning of each Round, draw two cards.

**Chaos** – Draw a card whenever:

- Something deals 10+ dmg
- Something dies
- A Hero Overloads
- A Hero rolls a Critical

**Loss** – Draw a card whenever a player discards a Face Card.

**Balance** – Your max hand size is three instead of the usual six. After you play a card, you may immediately draw another one.

## You have no "health"

You do have your own deck of cards.

At any time, you can play cards for immediate effects.

### Combos:

*Cards must be played all at once to activate a combo.*

- **Three of a kind (ex. 9,9,9)**  
All Heroes recover 4 cards.
- **Three in a row (ex. 6,7,8)**  
All Heroes have +2 to their slots for a single round.
- **One of each suit (ex. ♥♠♦♣)**  
For one action, give one Hero access to ALL of their suits. (Flaws not included)
- **Two Pair (ex. 3,3,K,K)**  
Teleport a Hero to anywhere on the battlefield.
- **Single Pair (ex. 5,5)**  
Reset a Hero's stability track to "Stable".
- **Single Card (ex. 10)**  
See the column to the right.

### Singles:

*You can play some cards on their own for reduced effects.*

#### ♥ Heart

A Hero of your choice recovers 1 card.

#### ♠ Spade

Deal 2 damage to an enemy.

#### ♦ Diamond

Look through your Deck, and move a card of your choice to the top of the Deck.

#### ♣ Club

Clubs are Curses! Read the next column on the right.

## Clubs Are Curses!

### Get Rid of Them!

If you can get rid of clubs as part of another combo, they have no effect. Otherwise, they'll fill up your hand. The more you play at once, the less powerful the curses are.

#### ♣ 1 Club

All Heroes immediately suffer 4 damage that can't be avoided. Draw 1 card.

#### ♣♣ 2 Clubs

All Heroes must immediately make a Mythos roll, or else they suffer 4 damage. Draw 2 cards.

#### ♣♣♣ 3 Clubs

All enemies gain 5 HP. Draw 3 cards.

#### ♣♣♣♣ 4 Clubs

Nothing happens. Curse averted. Draw 4 cards.