

Mythras Nano-Ref V1.02

- **Roll:** $d100 \leq \text{skill}$ | **01–05** auto ✓ | **96–00** auto X | **Crit** $\leq \text{skill}/10$ | **Fumble** 99–00
 - Levels of success = Critical > Success > Failure > Fumble
- **Augment:** +20% relevant skill/Passion
- **Opposed:** higher Success Level wins | tie → higher roll | both fail → GM | >100% subtract excess
- **Differential (for example combat):** Both roll; compare Levels of Success (Crit > Success > Fail > Fumble); higher level gains advantage equal to the difference, ties give none.
- **Luck (1/action):** re-roll, extra AP, reduce Major Wound, swap digits, last act
- **Passions:** 1–100 | +20% | roll to compel | oppose each other | resist mental/magic control

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You can find tooling and resources at <https://www.toolsfrompavis.com> and
<https://notesfrompavis.blog/2024/07/22/starter-resources-summary-for-mythras-player/>