# Mythender

Myth Playsheet

Name:

## Storm Dice

Give you 1 thunder each

Storm Rating

## Wounds

6

Your Wound Cost

## Thunder Dice

Give you 1 lightning each

Temporary thunder dice always go away

Starting Thunder

## Description

## Weapons

| | +3 dice | +2 dice | +2 might |
|---|---|---|---|
| Intrinsic Relic Companion ... is my weapon. | | | |
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**Weapons Quick Reference for Myths**

When using a Weapon, you can either **charge** one column (check the top box) and take no bonus dice or might, or **drain** all the charged columns (check the bottom box) to get those bonuses.

**Intrinsic Weapons** start with the second charge box checked.

Bonuses from **Relic Weapons** may become temporary thunder dice for free.

**Companion Weapons** charge when you are Wounded.

## Gathering Rage

After round one...

After round two...

After round three...

After round four...

After round five...

... the mythenders have failed.

**Gathering Rage Quick Reference**

Gathering Rage triggers at the end of the round **if the Myth is still alive**. Some effects take place immediately, and others happen after the battle is over.

## Might Tokens

Spend might to power your gifts and wound additional mythenders

Starting Might

Might Recharge

## Gifts

| Gifts | Might Cost |
|---|---|
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**Starting Lightning**

When you start a battle, you have no Lightning Tokens.

## Lightning Tokens

Spend lightning to harm a foe or create and destroy blights