Mythender

Myth Playsheet

NAME:

Storm Dice

Give you 1 thunder each

Storm Rating

Might Tokens

Spend might to power your gifts and wound additional mythenders

Starting Might

Might Recharge

Description

Wounds

6

Your Wound Cost

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 Harmed.

Gifts

	Might Cost

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.

Starting Lightning

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

Thunder Dice

Give you 1 lightning each

Temporary thunder dice always go away

Starting Thunder

Lightning Tokens

Spend lightning to harm a foe or create and destroy blights