

# STORM DICE

GIVE YOU 1 THUNDER EACH

# MYTHENDER MYTH PLAYSHEET

NAME:

# MIGHT TOKENS

SPEND MIGHT TO POWER YOUR GIFTS AND WOUND ADDITIONAL MYTHENDERS

STARTING MIGHT

MIGHT RECHARGE

STORM RATING

## DESCRIPTION

Empty box for description.

## WOUNDS

Vertical column of boxes for recording wounds.

YOUR WOUND COST

# THUNDER DICE

GIVE YOU 1 LIGHTNING EACH TEMPORARY THUNDER DICE ALWAYS GO AWAY

## WEAPONS

Table with columns for weapon type (INTRINSIC, RELIC, COMPANION), bonuses (+3 DICE, +2 DICE, +2 MIGHT), and a description box.

### 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.

## GATHERING RAGE

Form with sections for 'AFTER ROUND ONE...', 'AFTER ROUND TWO...', 'AFTER ROUND THREE...', 'AFTER ROUND FOUR...', 'AFTER ROUND FIVE...', and a final box for '... THE MYTHENDERS HAVE FAILED.'

STARTING THUNDER

### 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.

## GIFTS

MIGHT COST

Vertical column of boxes for recording gifts, each with an associated might cost circle.

### 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