

# WARRIOR

## MYTHENDER HEART

*who values the power of skill and might*

You are a master of arms. With unmatched prowess on the battlefield, you slice through Mythic armies as though they were parchment. Your versatility is your strength—any blade, bow, or cudgel is a manifestation of death in your hands.

As a Mythender, you understand that your true power to End gods comes from your unmatched skill and willingness to use it.

### QUESTIONS

What skill do you value most?

Who forged you into the warrior you are?

What honor do you still fight for?

### WEAPON IDEAS

*My unmatched talent with any blade*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*The skills my mentors drove into me*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*Rodendoorsteken, sword I've used in every battle*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*My squires, Renee and Jonah*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

### FIRST GIFT: RELENTLESSNESS

Mythenders do not fail to hit their mark. But not every blow comes down with the same power. You can call upon your Heart to make the force of your blow harder, reminding Myths that you will not suffer them.

Gift listed on page 167.

GIFTS	MIGHT COST
<i>Relentlessness</i>	(2)

# CRUSADER

## MYTHENDER HEART

*who values the power of belief and conviction*

You are an unshakable idealist. You have seen the power of the belief—for Church, kingdom, romance, or ideal—and have discovered how to use that against the Mythic World. Your passion is as sharp as any sword and strikes as true as any arrow.

As a Mythender, you understand that your true power to End gods comes from the strength of your unwavering conviction.

### QUESTIONS

What belief or ideal do you fight for?

What happened to make you see the world as unjust?

What is the inevitable result of your righteous deeds?

### WEAPON IDEAS

*My unshakable faith*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*My grandfather's amulet, symbol of freedom*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*The Spear of Longinus*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*My war-priest and spiritual advisor, René*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

### FIRST GIFT: BLOODLUST

When you are Wounded, your Heart rages. It replaces the blood flowing out of you with more of the Mythic World's own strength, giving you the strength and will to strike back hard at your foe.

Gift listed on page 164.

GIFTS	MIGHT COST
<i>Bloodlust</i>	(2)

# COMMANDER

## MYTHENDER HEART

*who values the power of men and trust*

You are the mind and will of an army. Whether your companions number a dozen or a thousand, they are fierce—a walking reckoning. Be they mortal, animal, or even captured Myths, they are extensions of your campaign against the Mythic World.

As a Mythender, you understand that your true power to End gods comes from your willingness to take on the burden of leadership.

### QUESTIONS

Who follows you into battle?

How did you gain your companions?

Do you still try to act human around them? Why/why not?

### WEAPON IDEAS

*My raw force of charisma and fear*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*My twelve warrior-poets*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*The legion of lost souls that fight for me*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*The pack of Myth-wolves I have cowed*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

### FIRST GIFT: DUAL WIELD

Two blows are better than one. You can draw from your Mythic Heart to strike with preternatural speed, granting you twice the power from your assault.

Gift listed on page 164.

GIFTS

MIGHT COST

*Dual Wield*

1

# BEARER

## MYTHENDER HEART

*who values the power of relics and destiny*

You are a locus of destiny. It was no accident that you encountered your Relic; you were born to End Myths. Your family, mentor, Fate, or the relic itself knew this. But you aren't simply the plaything of some force. You use this strength to bring about the fate of the Mythic World.

As a Mythender, you understand that your true power to End gods comes from your dominion over your destiny.

### QUESTIONS

How did you gain your relic?

What does your relic whisper to you?

Do you trust your relic?

### WEAPON IDEAS

*The need to prove my worth to my relic*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*The secret knowledge my relic whispers*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*Giantbane, mace that holds my uncle's soul*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*Wahrung, holy shield that chose me to wield*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

### FIRST GIFT: GRIEVOUS HARM

The blows you strike are more vicious than that of your comrades. By pushing your Mythic Heart, you sunder flesh as though it were snow, and the screams of your foes echo throughout the Mythic World's mountains or skies.

Gift listed on page 165.

GIFTS

MIGHT COST

*Grievous Harm*

2

# TEMPEST

## MYTHENDER HEART

*who values the power of magic and sacrifice*

You are the eye of a living storm. Taking more of the Fate's Faustian bargain than your comrades, you have stolen some of the Mythic World's magic to use against it. Such magic has a cost, but the poetic justice of using that power is too rich to resist.

As a Mythender, you understand that your true power to End gods comes from the willingness to sacrifice anything.

### QUESTIONS

What unnaturalness do you wield?

What did you have to do to get your power?

What is the toll that must be paid?

### WEAPON IDEAS

*My mastery of the Eternal Flame*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*All my years of studying the unknowable*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*Odio, the staff of rage and pain*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*Nature spirits I have summoned & bound*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

### FIRST GIFT: HARBINGER OF STORM

Every moment of battle is filled with rage and hate. Your Mythic Heart pumps stronger than most, pushing you to gain more power from every charge, from every attack.

Gift listed on page 165.

GIFTS MIGHT COST  
*Harbinger of Storm* (0)

# LOREMASTER

## MYTHENDER HEART

*who values the power of intellect and patience*

You are intellect and experience made manifest. There is no such thing as chance to you; when you walk onto the field of battle, you already know how it will end. And you will violently demonstrate that fact to all Myths. You are a philosopher, scholar, tactician, warrior-poet.

As a Mythender, you understand that your true power to End gods comes from confidence and sharpness of mind.

### QUESTIONS

How do you use your mind on the field of battle?

How did you first use this against your foes?

What about the world do you wish to preserve?

### WEAPON IDEAS

*My mind that has already won this battle*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*My talent for seeing the weakness in others*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*The many devices I have forged to end Myth*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

*My protégé, Pumarinta*  
 INTRINSIC  RELIC  COMPANION ... IS MY WEAPON

### FIRST GIFT: FAST STRIKE

The power you wield comes from the violence you inflict. Most Mythic Hearts must take the violence in, releasing its power later. You needn't wait—you have learned how to channel your Heart more efficiently.

Gift listed on page 164.

GIFTS MIGHT COST  
*Fast Strike* (1)