

# LIST OF GIFTS

# MYTHENDER

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## BLAZE OF GLORY

MYTHENDERS ONLY

Whenever you roll the **MYTHIC DIE** in Battle, roll a second Mythic die and combine the results. This costs no Might. If you have this Gift, you *must* do this.

This is considered a single die for the purposes of risking your Fate, so you're almost guaranteed to progress your Fate, as you'll rarely get a result lower than 4.

## BLOODLUST

Pay **2 MIGHT TOKENS** when you're Wounded and have lost Thunder dice. Gain Lightning tokens equal to the Thunder dice lost.

If a Mythender dies and comes back, all the Thunder dice lost before coming back count for this Gift.

### Upgrades

**DANGEROUS:** Pay **3 MORE MIGHT**, gain Lightning equal to twice Thunder dice lost instead.

**QUICK:** Pay **1 FEWER MIGHT** to use this Gift.

## BUILDING DOOM

MYTHS ONLY, NON-ACTION

At the beginning of each round after the first, increase your Storm rating by 1.

### Upgrades

**TRUE DREAD:** Increase Storm rating by 2 instead of 1 each round.

## CHANNELED HATRED

MYTHENDERS ONLY, NON-ACTION

At the time of taking this gift, gain Lightning equal to twice the number of Gifts you have taken (including this one). When doing this, describe how you are ripping raw power from the Mythic World and pouring it into your Weapons and body.

You may take this Gift multiple times, but only once per round.

## DUAL WIELD

Pay **1 MIGHT TOKEN** when acting; you may charge two Weapons, or charge one Weapon and drain another, on the same turn. You must incorporate both Weapons into your description.

Alternatively, pay **3 MIGHT TOKENS** to drain two Weapons on the same turn.

## FAST STRIKE

Pay **1 MIGHT TOKEN** when acting, you may charge and drain with a Weapon on the same turn. Incorporate some advanced tactic with this Weapon in your description. (The charge and drain both happen before dice are gathered.)

This effect may stack with **DUAL WIELD**, but only for one Weapon you wish to drain.

## FOCUSED ONSLAUGHT

When charging a Blight, mark two charge boxes. This costs no Might.

You may also pay **2 MIGHT TOKENS** to gain double bonus Thunder from draining a Blight, but then the Blight is destroyed. Describe how you tax it beyond existence.

## GRIEVOUS HARM

Pay **2 MIGHT TOKENS** when Wounding, before the Wound is rolled. Raise the target's **WOUND NUMBER** by 1. Describe how your Wound is severe and vicious. Spend before the target rolls the Wound.

*Note:* this doesn't change what **WOUND BOX** is checked, just the number during this action.

### Upgrades

**VICIOUS:** Pay **2 MORE MIGHT**, increase the target's Wound number by 2 instead of 1.

**PRECISE:** May pay after seeing the result of the target's Wound roll. Must pay **1 MORE MIGHT** if done after the Wound roll.

**AIDING:** Pay **1 MORE MIGHT** during an ally's turn, they gain this benefit.

## HARBINGER OF STORM

MYTHENDERS ONLY (EXCEPT FOR SURGING), NON-ACTION

Add 2 to your Storm rating. This costs no Might.

### Upgrades

**RAGING:** Add 2 more to your Storm rating, for a total of 4.

**SURGING:** Pay **2 MIGHT TOKENS** when acting; gain double Thunder from your Storm dice. Pay before rolling. Describe how you're carefully plotting the action to full advantage.

*Note:* Myths may take the **SURGING** upgrade as a base Gift.

## INDESTRUCTIBLE NATURE

MYTHS ONLY

Pay **2 MIGHT TOKENS** when creating a Blight. This Blight cannot be destroyed until either it's drained or the battle is over.

**MASTER TACTICIAN**

MYTHENDERS ONLY

Pay **1 MIGHT TOKEN** on your action or an ally's action, move up to 5 Thunder dice from yourself to that willing character or vice versa. Must have that Mythender's permission. Describe how you two are cooperating and show your cunning plan.

Pay **1 MORE MIGHT** for every 5 additional Thunder dice you move.

**Upgrades**

**FORESIGHT:** May move Thunder dice from any willing character to any other willing character, not just involving you.

**QUICK:** Pay **1 FEWER MIGHT** to use these benefits.










**MIGHTY PRESENCE**

MYTHENDERS ONLY

On a Titanic action, gain 4 Lightning tokens instead of 3 for each successful Thunder die.

**ONE MORE BREATH**

MYTHS ONLY

If you're Wounded and did not lose all your Thunder dice, you may pay **1 MIGHT TOKEN** after rolling your Wound. Rotate a single Thunder die up one face (a  becomes a , a  becomes a ). You cannot rotate a die higher than . You may rotate as many dice as you wish, at the cost of 1 Might token per die per face rotated; for example, turning a   into a   costs 3 Might tokens.

In addition, you may pay **5 MIGHT TOKENS** when Ended to attempt to corrupt one of the Mythenders who just Ended you. If that Mythender needs to check for Apotheosis at the end of this battle, she'll roll the die twice and use the higher result.

*Note:* this may be used after activating the **RELENTLESSNESS** Gift with the **UNREPENTANT** upgrade. Use the **RELENTLESSNESS** reroll before applying this Gift.

**RELENTLESSNESS**

Pay **2 MIGHT TOKENS** after rolling a Legendary or Mythic action. Reroll failed Storm or Thunder dice (including any failed bonus Storm or Thunder dice). Spend after rolling. Describe how you're pushing harder to recover from a fumble.

Pay **2 MORE MIGHT TOKENS** to use on a Titanic action.


Pay **DOUBLE MIGHT COST** to reroll failed Storm *and* Thunder dice.

**Upgrades**

**AIDING:** May pay to affect a willing character on their turn.

**UNREPENTANT:** Pay **3 MIGHT TOKENS** when Wounded, use this benefit on your Wound roll.

**SURENESS**

Pay **3 MIGHT TOKENS** during a Legendary or Mythic action; count s and higher as successes on Storm and Thunder. Pay **2 MORE MIGHT TOKENS** to do so on a Titanic action. Must pay before rolling.

**Upgrades**

**PRECISE:** Pay **1 MORE MIGHT** to use this Gift after rolling instead of before.

**QUICK:** Pay **1 FEWER MIGHT** to use these benefits.

**UNYIELDING:** Pay **2 MORE MIGHT**, count s and higher as successes.

**SURGE OF MIGHT**

MYTHENDERS ONLY, NON-ACTION

At the time of taking this Gift, gain 5 Might tokens. Describe how you acquire and drain this new wellspring of power.

You may take this Gift multiple times, but only once per round.

**SWIFTNESS**

Pay **8 MIGHT TOKENS** to take an additional action. This action must be after your first action in this round, but cannot be immediately after your first. Myths cannot use this at the end of the round—that would give them two actions in a row (the Swiftness action and the first action of the next round).

Mythenders who use Swiftness must make a Mythic or Titanic action.

If more than one person wants to use this Gift at the same time, the rule: if the Myth is one of them, the Myth gets to go. Otherwise, the Mythenders decide amongst themselves.

**Upgrades**

**AIDING:** Allow another willing character to take this extra turn, instead of you. That character may only benefit from Swiftness once per round.

**QUICK:** Pay **2 FEWER MIGHT** to use these benefits.

**BLOODY:** Pay **5 MIGHT TOKENS**, act before the Myth in battle. Only one Mythender may take advantage of this ability for any given battle. Note that the Myth's Wound cost will be tripled during this action (page 140).

**VICIOUS DENIAL**

MYTHS ONLY

Pay **2 MIGHT TOKENS** when Wounding. Pick a foe's Relic or Companion Weapon. Describe how you deny that Weapon from them temporarily. The next time they use that Weapon, they must pay **2 MIGHT TOKENS** before rolling to do so, and describe in their action how they get it back. (This includes if a Myth wishes to Sunder the Weapon, page 147.)

This is the one time where a Weapon can be denied, contrary to **Your Weapons are Inseparable** section on page 33. The denial ends at with the battle does, if it isn't ended beforehand.