

NOBLE

MYTHENDER PAST

who knows the pressures of ruling and the expectations of a people

You rule over others, by virtue of birth or conquest. You have never been granted peace, as the demands of your people have grown greater, their suffering more acute. Mortal efforts cannot silence their cries, and so Fate has given you the power beyond mortalkind. Whatever you wish for them, be it the end of war or blight, or a bright new age of conquest and glory, you will take it from the gods themselves.

QUESTIONS

What quality of your people do you most embody?

What did you promise your people?

What do you owe them?

WEAPON IDEAS

The steadfastness of my people
 INTRINSIC RELIC COMPANION ... IS MY WEAPON.

My guilt over letting my people down
 INTRINSIC RELIC COMPANION ... IS MY WEAPON.

My regal crown and scepter
 INTRINSIC RELIC COMPANION ... IS MY WEAPON.

My personal guard
 INTRINSIC RELIC COMPANION ... IS MY WEAPON.

BONDS

_____ most reminds me of the plight of my people.

_____ shows me what true nobility is.

_____ reminds me of what I must rise above.

_____ shows me how my people could be stronger.

CHILD

MYTHENDER PAST

who has suffered unimaginable cruelties and is forever hardened

Your story is most tragic. After your innocence was sundered, you threw yourself into battle with all a child's capacity for passion and abandon, but with no sense of wisdom or restraint. Fate has reached out to touch you with more than simple tragedy--you have seen the true, horrific cruelty that lies at the heart of man, of nature, of the Mythic World. Now, no one will ever hurt you again.

QUESTIONS

What cruelties have you endured?

What further fuels your limitless rage?

What will, for the briefest moment, recall your innocence?

WEAPON IDEAS

My unbound hatred at the world
 INTRINSIC RELIC COMPANION ... IS MY WEAPON.

My favorite toy, handmade by my father
 INTRINSIC RELIC COMPANION ... IS MY WEAPON.

My dead parents
 INTRINSIC RELIC COMPANION ... IS MY WEAPON.

Other children I have liberated from torment
 INTRINSIC RELIC COMPANION ... IS MY WEAPON.

BONDS

_____ is the closest thing I have to family.

_____ teaches me fascinating things.

_____ makes me smile.

_____ makes everything fun.

MOURNER

MYTHENDER PAST

who has brought loss upon himself and bears a heavy cross

You have lost someone dear, and that has crushed your very soul. You know you could have stopped it. But you weren't strong enough, or fast enough, or brave enough, and now you are bereft and alone. Your Mythic Heart torments you constantly with the memory, aching with every beat. The only small hope left to you is that your newfound power can help make it so that no one else will know suffering as you have.

QUESTIONS

Who did you lose?

What should you have done to prevent this loss?

How has losing this maimed your soul?

WEAPON IDEAS

My crushing guilt at failing those I loved
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

The unmatched pain of watching my brothers die
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

A strand of hair from my dead wife
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

The spirits of my village, that stand in judgment
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

BONDS

_____ gives me reason to continue.

_____ reminds me of what I've lost.

_____ gives me solace.

_____ joins me in suffering.

APOSTATE

MYTHENDER PAST

who once served the Mythic world's gods before seeing them for what they are

You once served the gods and greater Myths (perhaps Norden's own Odin, Thor, Loki, Freyja, Jörmungandr, Fenrir, or another). Raised to believe in these so-called gods, you worshiped without question. But your god pushed the bonds of your loyalty too far. You fled your life and became branded apostate. That is when you discovered the power to strike back, to teach the Mythic World the true meaning of justice...and vengeance.

QUESTIONS

What Myth did you devote yourself to, and what form did that devotion take?

What was done to make you flee your oaths and bonds?

What did you give that can never be replaced?

WEAPON IDEAS

My rage against the gods I served
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

The power I stole as I fled
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

The pendant of Mjölmir that I broke in half
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

Lesser Myths I beat down and forced to serve
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

BONDS

_____ reminds me of what I was.

_____ shows me a new way.

_____ gives me absolution.

_____ reminds me why I rebelled.

EXILE

MYTHENDER PAST

who had been apart from mortals long before becoming a Mythender

You were cast out of your mortal life long ago, and no one has since taken you in. You are a stranger to all, and living apart from others has shown you the truth of mankind's tragic flaws. You took the power Fate offered you almost as if born to it, to reshape and perfect the world. You may not even remember your life before communing with your Mythic Heart, and it no longer matters. This is your destiny. This is your time.

QUESTIONS

Why were you cast out?

What skill has best served you in surviving all these years?

What about mortal nature is wrong?

WEAPON IDEAS

Arcane talents bestowed by the naked earth
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

Insights into the cruel natures of men
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

Rahat, spirit of snow made manifest
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

My bear, Putere
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

BONDS

- _____ accepts me.
- _____ eases my work.
- _____ shows me the worth of mortals.
- _____ understands my loneliness.

ABOMINATION

MYTHENDER PAST

who struggles with both his mortal and Mythic parentage

You are the child of mortal and Myth, of a vile and questionable union. Your Mythic parent rejected you, and the mortal world could not contain you...but now, you have a third path, of power and revenge. The part of you born from Myth calls constantly, and because of that you fight with untold ferocity. With your last free breaths, you rally against the Mythic World and the callous hand its fickle gods have dealt you.

QUESTIONS

What Myth are you born from?

Why did your Mythic parent reject you?

What did you gain from your mortal parent?

WEAPON IDEAS

Powers of deception from my father, Loki
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

Dominion over lightning from my father, Thor
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

Skill with mortal weapons, taught by my aunt
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

The urge to forge a place for my kind
 INTRINSIC RELIC COMPANION ... IS MY WEAPON

BONDS

- _____ sees my humanity.
- _____ stands with me.
- _____ keeps me humble.
- _____ accepts all of me.