

STORM DICE



GIVE YOU 1 THUNDER EACH

3
BASE

STORM RATING

WOUNDS

3
4
5
6

YOUR WOUND COST 3

THUNDER DICE



GIVE YOU 1 LIGHTNING EACH

TEMPORARY THUNDER DICE ALWAYS GO AWAY

MYTHENDER PLAYSHEET

NAME: _____

PLAYER: _____

PAST

HEART

OF FATE

WEAPONS

<input type="checkbox"/> INTRINSIC	<input type="checkbox"/> RELIC	<input type="checkbox"/> COMPANION	... IS MY WEAPON	+3 DICE	+2 DICE	+2 MIGHT
<input type="checkbox"/> INTRINSIC	<input type="checkbox"/> RELIC	<input type="checkbox"/> COMPANION	... IS MY WEAPON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> INTRINSIC	<input type="checkbox"/> RELIC	<input type="checkbox"/> COMPANION	... IS MY WEAPON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapons Quick Reference
 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 keep their non-drained charged after a battle for free.
 Bonuses from **Relic Weapons** may become temporary thunder dice for free.
Companion Weapons charge when you are Wounded.

MYTHIC CORRUPTION & FORMS

MORTAL FORM I APPEAR AS ...

PERSONAL BLIGHT

 ... IN MY PRESENCE.

CORRUPTION	PARAGON I APPEAR AS ...
4 4	_____
3 3	SUPERNATURAL I APPEAR AS ...
2 2	_____
	GODLY I APPEAR AS ...

FATE'S POWERS MY FATE ALLOWS ME TO ...

Starting Thunder
 When you start a battle, you get Thunder Dice based on your current Form level:
 Mortal = 1, Paragon = 2
 Supernatural = 4, Godly = 6

Corruption, Forms & Fate Quick Reference
 Whenever you use the Mythic die, you must check off a Corruption box, starting with the top-left and following the arrows.
 If both Corruption boxes in a row are filled, you now appear as that Form.
 After rolling the Mythic die, consult the number next to the box you just checked. If the die is equal or higher, you lose a piece of your humanity. Congratulations! Check the next Fate box, and take a new Gift either now or later. If it's lower, you may choose to.
 At the end of a battle, if you checked a Fate box with an Apotheosis number, you may become a Myth.

MIGHT TOKENS

SPEND MIGHT TO POWER YOUR GIFTS

FATE	GIFTS	MIGHT COST
<input type="checkbox"/> ★ <input type="checkbox"/> ★	_____	<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> ★	_____	<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> ★	_____	<input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> ★	_____	<input type="checkbox"/>
<input type="checkbox"/> 6	_____	<input type="checkbox"/>
<input type="checkbox"/> 5	_____	<input type="checkbox"/>
<input type="checkbox"/> 4	_____	<input type="checkbox"/>
<input type="checkbox"/> 3	_____	<input type="checkbox"/>
<input type="checkbox"/> 2	_____	<input type="checkbox"/>

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