

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

4	4	<b>PARAGON</b> I APPEAR AS ... _____
3	3	<b>SUPERNATURAL</b> I APPEAR AS ... _____
2	2	<b>GODLY</b> 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