

RYAN MACKLIN'S
MYTHENDER
KICK ASS, ERASE NAMES



Game by Ryan Macklin, Jump by Aehriman

Welcome to the world of Mythender! A world ruled by Myths - monsters and gods who gain power by terrorizing mortals, and the epic adventurers who hunt them. You.

One day, if you're badass enough, a modern world will be born without the influence of Myths, the world you know. This is a pulse pounding heavy metal-playing thrill ride that screams for a Zack Snyder/Michael Bay movie. Or an introspective look into the struggle to maintain your humanity in the face of apotheosis. Or both, really.

One day, you transcended humanity in a moment of triumph, or rage, or despair. A piece of the Mythic took hold in you, the magic of the Old World. Not granted by the gods, but ripped from them. Your mortal heart stilled and stopped, and your Mythic

Heart started beating with an inner fire to erase the gods from existence. Mind, the response from Odin was to taint that power, so those using it would become gods in their own turn, like it or not. Each night you are tormented by dreams of your fate as a god but until then, you will end their reign of tyranny and unmake their blessed names.

This is no place for the timid or the hesitant. Seize your destiny with the help of these **1200 apotheosis points** (ap).

Realm

Choose one, or roll for +100 ap.

1. **Mythic Norden:** The only one in the core rulebook, a realm of endless winter and war between orderly tyrannical Aesir and Vanir gods and the chaotic Jotan and monsters like Fenrir and Jormungandr.
2. **Mythic Atlantis:** where those cut off from the rest of the world take on the power of the Titans and rise up to end the Olympian gods.
3. **Mythic Inca:** where Mythenders swore to make themselves as kings and masters over Myth, to force the Mythic World to kneel to the might of mortals, and reign now as tyrannical god-kings.
4. **Mythic Now:** A world that on the surface looks much like the one you grew up in, where Myths have reborn into strange, new gods, and the descendants of ancient Mythenders awaken to fight off this new-old threat.
5. **Mythic Deep:** where lesser Myths known as the Merfolk seek to become mortals and free themselves from their monstrous oppressors, the Deep Ones, while older things dream of strange aeons to come.
6. **Mythic Huaxia:** where a different kind of mortal champion, the Mythbinders, force the Celestial Bureaucracy to not stray from serving mortalkind and the Emperor.
7. **Mythic Persia:** where Mythenders bind djinn into themselves and fight to destroy the gods that forced their people to war time and again.
8. **Mythic Oyashima:** here power is bestowed to a handful of mortals during the Meiji Restoration, thanks to new oni and yokai-slaying rifles from the West.

HEART

Choose a single core essence to yourself.

Warrior - 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. Free Gift: **Relentlessness**

Crusader - You are an unshakable idealist. You have seen the power of 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. Free Gift: **Bloodlust**

Commander - 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. Free Gift: **Dual Wield**

Bearer - You are a locus of destiny. It was no accident that you encountered your empowering 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 own destiny. Free Gift: **Grievous Harm**

Tempest - 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 power has a steep cost, but the poetic justice of turning that magic against its masters is too rich to resist.

As a Mythender, you understand that your true power to End gods comes from the willingness to sacrifice anything for victory. Free Gift: **Harbinger of the Storm**

Loremaster - 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. Free Gift: **Fast Strike**

PAST

Who were you, before you were this? Choose one.

Noble - 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. Free Gift: **Master Tactician**

Child - 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. Free Gift: **Sureness**

Mourner - 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. Free Gift: **Focused Onslaught**

Apostate - 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 an apostate. That is when you discovered the power to strike back, to teach the Mythic World the true meaning of justice... and vengeance. Free Gift: **Channeled Hatred**

Exile (Drop-In) - 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. Free Gift: **Swiftness**

Abomination - 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, one 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. Free Gift: **Blaze of Glory**

FATE

What are you becoming? Choose one.

God of Judgment - *who will pass judgment and enforce order throughout the worlds*

God of Death - *who will rule viciously over the souls of the departed*

God of War - *who will forever drench mankind in the blood of their foes and fellows*

God of Life - *who will shape the cycle of creation with a firm hand*

God of Love - *who will force all hearts to wear chains of devotion and need*

God of Chaos - *who will doom mortalkind to the beautiful whims of entropy and chance*

You may create a Fate of your own, if you so desire.

Your Fate will progress as you gain corruption.

You gain new Gifts and powerful bonuses as you ascend, more in touch with your divine domain, but lose touch with your humanity. To cleanse corruption, even a little, you must gain the sympathy and understanding of mortals, not as a legend or a god, but as a fellow human being.

MURDERING ONE ANOTHER

BONDS

Pantheon In Waiting (-100 ap) People you're reluctant to murder, friends from another time and world. Import up to ten people per purchase with 800 cp of their own to spend. Companions cannot take drawbacks or Companions of their own.

Friends on the Path (Free) All Mythenders live with the knowledge they may one day need to slay each other to prevent a new Myth. If you can make friends anyways, that's really special and worthy of taking into future worlds. You may Companion any number of people.

GIFTS

Mythender (Free All) You and your kind are the only beings in existence that can kill and unmake gods and monsters. You are the only beings that can attack and destroy the entire world of Myth.

You are far stronger, faster, and more resilient than any mortal, thanks to your Mythic Heart. You can level towns and slaughter mortal armies without noticeable effort. Your strikes and shots never miss, they cannot be blocked, parried or dodged, only endured.

You are invulnerable to any harm from mortalkind. Only a Myth or fellow Mythender has a chance of killing you, and even then it is with great effort and risk. Any wounds that do not kill you are healed within minutes. Even time itself will not harm you—you've become an ageless being.

With just a glimpse, you know the name and surface thoughts of every mortal you see. With a moment's concentration, you can know the complete heart and past of a mortal. You know truth from lie, fact from delusion. You also know a Myth and those with Mythic power upon sight, as well as the eddies of magic and will that surround a Blight.

You can heal the sick, raise the recently dead, summon or beat back raging storms, conjure or calm infernos, will or dismiss plague and famine, and so much more—powers granted by your Fate and easier if in line with it. It need only take a moment to ask your Mythic Heart for the power, and thy will be done. For truly Titanic feats of reality-warping, you must offer a sacrifice of blood and pain that may destroy you. You may refuse to die and self-resurrect, but at the cost of some permanent corruption.

You share with Myths the ability to take more power from mortal fear and worship. Terrorizing them or performing grand miracles will corrupt you, but bring with it the power to continue your battles.

Making Blights (Free All) Blights are areas of Mythic power where the rules are different. Maybe it's covered in green flame, or a lava field, or an unending storm, maybe a place where no sickness can take hold or gravity is more suggestion than

law. You can create Blights, destroy them, charge them with your own power and drain (your own) for a vast surge of strength and energy.

Relentlessness (200 ap, free Warrior) 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.

Bloodlust (200 ap, free Crusader) 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.

Dual Wield (200 ap, free Commander) 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.

Grievous Harm (200 ap, free Bearer) 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.

Harbinger of Storms (200 ap, free Tempest) Every moment of battle is filled with rage and hate. Your Mythic Heart pumps stronger than most, pushing you to gain ever more power from every charge, from every attack.

Fast Strike (200 ap, free Loremaster) 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.

Master Tactician (200 ap, free Noble) You are a master of cunning schemes and cooperation, even able to lend out some of your Mythic power to allies or armies to allow your deception plays. You can draw attention to or from yourself with ease, to allow the hidden knife to sink in.

Blaze of Glory (200 ap, free Abomination) Your Mythic Heart races with battle-lust, thrills at every blow received or struck. You accrue power at twice the normal rate, but also Corruption. Your time hunting Myths is likely to be short but glorious.

Swiftiness (200 ap, free Exile) Who can outrace the storm, catch the lightning in their hand and teach it the meaning of swiftiness? Why, I believe that would be you, as your Mythic Heart fills you with power not like fire, but lightning. This is very handy for a race, but even more for doing many things in the time it takes your foes to do one.

Sureness (200 ap, free Child) It is the nature of mortals that they slip, stumble and fall, not heroes of legend. You are as sure footed as any mountain goat, though you balance on a line of twine during a storm at sea. Without apparent effort you succeed at feats of skill, simply because you never err in matters of craft or dexterity.

Channeled Hatred (200 ap, free Apostate) You can tear raw power from the Mythic World to enhance your body and Weapons, becoming an unstoppable force of destruction.

Focused Onslaught (200 ap, free Mourner) You make and grow Blights twice as quickly, and gain double the benefit from draining them

Mighty Presence (200 ap) The earth and the seas bow before you, the beasts and the birds sing psalms at your approach. Your miracles have significantly increased in power, range and scope.

Surge of Might (200 ap) They say a man can move mountains, and when you draw on your Mythic Heart, that's not a metaphor. There is hardly anything you can't move, or tear apart, when you draw on your Mythic heart to enhance your sinews.

Indestructible Nature (300 ap) By charging a Blight with extra energy, you can render it incapable of being destroyed, drained or altered. That zone of reverse gravity, that endless storm or healing spring? That's how things are in that place now, forever.

One More Breath (300 ap) All Mythenders can reject their own deaths, but are permanently corrupted by the act. Mortals die and stay dead, so returning from those stygian shores marks you as more than human. However, once a year you can return without consequence.

WEAPONS

... **Is My Weapon** (Free all) Mythenders may carry swords, spears, axes, or any other implements of war, but these are merely tools. Your true power lies in what are known as your *Weapons*—iconic elements given glorious purpose through stolen Mythic Power. It's with these Weapons that you have the might to slaughter the Mythic World.

Some of you hold their superior training and talent as a Weapon. That you are the best swordsman or tactician in the world is in and of itself a Weapon. Everything in your hands becomes an instrument of destruction because you see the lethality in all things.

Others of you wield deep convictions and emotions as Weapons. Through hatred, sorrow, or righteous belief, your hands can be made to punch through any armor.

Some of you possess sorcerous gifts only made possible by your stolen power. Mastery of lightning and fire, the gift of speaking to spirits and making them heed your commands, and many other effects from your sheer force of will are all possible within the Mythic World.

You might possess items that are truly important to you: heirlooms, gifts from mentors and leaders, even those forged from earlier kills and rights of passage. The sheer importance turns these relics into something far more than they once were, coursing with power and savagery, be they swords, books, jewels, or crowns.

Some mortals will vow to you, sundering forever their free will to accept the Mythic Power that you possess. You may command vast armies, a handful of skilled warriors, or beasts of the forest. You may have even captured and bound Myths to your service, in exchange for sparing their lives...for now.

Which is to say, this is incredibly freeform. Design three weapons of your own choosing for free. After that, we have some ideas below.

Appropriate Soundtrack (Free All) Some settings, like Doom and Mythender, just cry out for a metal soundtrack as you leap off a cliff to split a giant's face, lightning flashing in the background. We've got you covered, you can call up a raging metal playlist at any time for the world's ears or just your own. As long as it gets you pumped up for the epic action ahead.

Brief Combat (-100 ap) In the world of Mythender, any battle is decided quickly. In fact, one side automatically wins after the fifth round as a Greater Myth - or you, if fighting a lesser opponent - finally brings their full power to bear. You may carry this quality with you so any clash of arms will be decided in a hurry, one way or another.

Greater Weapon (-200 ap) Weapons can be innate characteristics, companions or relics. Greater Weapons straddle the line, are two or more of the above combined into one, perhaps a power invested in your armies or weapons. Perhaps something stranger. You can upgrade your Weapons to Greater Weapons when defeating a Greater Myth, wresting some of their Mythic power away to enhance and weld together your Weapons, and start with one Greater Weapon. Naturally this means you can also steal power from those you vanquish, though this is rarely easy or straightforward.

Culling Reality (-400 ap) Ending gods is not enough for some Mythenders. Among those godslayers, there's a philosophy: the Mythic World is merely a symptom of a greater problem—that existence itself is flawed and needs to be reforged. That concepts themselves must be *culled* if there is hope for a truly better Mortal World once all Myths are Ended.

Every Mythender has a different idea of what must be culled: grief, hunger, lust, sickness, fear, hope, the tyranny of kings, war, deceit, death, written language, and so on. Even the vaguest of notions, like the color yellow, may be destroyed.

And every Mythender has within herself the very power to unmake elements of creation. This is what we call Culling. And once something is Culled, all mortalkind forgets it had ever existed. Written records involving it are unmade. It can never again exist, and only the Mythenders who were there at the time of this Culling have memories of a time where this concept was alive in the world.

The moment you End a Greater Myth at the end of an adventure, provided you are neither dead nor fallen into Myth, you may attempt to Cull a concept. In future Jumps, a similar epic quest or undertaking is required. You can only Cull one concept at this time, but the concept can be dangerously broad. Anything that is a concept mortals understand or experience may be Culled. It can be something broadly philosophical or social (war, language, treachery, marriage), emotional (fear, hope, lust, rage), biological (sex, sickness, death), or of the natural world (colors, gravity, wind, wolves, snow, tornadoes). If there's a god that represents such a concept, that concept is fair game. Beware unintended consequences.

You cannot Cull concepts that are Mythic. That means not saying "I Cull Loki" or "I Cull Magic" "I Cull the entire Mythic World." What you Cull has no effect on the nature of Mythic beings. Nor can you Cull the "absence" of something mortals aren't experiencing. Finally, you cannot Cull any of Jumpchain's rules, including Culling itself.

A Reputation (100 ap, free Noble) Your legend grows beyond all bounds, tales of your deeds fly as if on the four winds to all corners of the worlds. You can ask "do you know who I am?" and reasonably expect anyone to know.

The Right to Rule (100 ap, free Noble) None would dispute your being in charge of wherever you happen to reign. Plant your flag and defend your domain, and the masses of mortals will be happy to accept their new overlord.

Boundless Charisma (200 ap, discount Noble) It is one thing to have people's acceptance, another to have their love and fierce devotion. You have an easy manner that makes friends easily, and know the right things to say and do to convince people to charge the very gates of Heaven for you.

Promises Kept (200 ap, discount Noble) As a ruler, your word carries weight. The more you keep your oaths, and the harder it is to do so, the more you are rewarded with further repute, power and opportunities.

Aiding Others (400 ap, discount Noble) Your Gifts, your Weapons, your power can all be shared out to your allies and subordinates. Your followers are but an extension of your will, so does it really matter who gets in the death-blow?

My People's X (400 ap, discount Noble) You embody all the virtues and gifts, real or imagined, of your people, inspiring them to hope with your deeds. This applies equally to your peoples in future Jumps, making you a paragon wherever you go.

Hurt Eyes (100 ap, free Child) It is said children are resilient, and in some ways they are, more than adults anyways. Whatever your issues, fear or shame, pride or anger. You will overcome them in time. In the meantime you have the ability to keep going until hope kindles in your chest once more.

Pure of Heart (100 ap, free Child) Many things in this world can only be seen or handled by an innocent. Others, by someone who has left childhood behind. Some things children are protected from, others adults. You count as whatever is convenient for the purpose of such effects. A virgin, a pure-hearted child, the rightful king. No ward or charm can bar you, less it bars everyone.

Vengeance (200 ap, discount Child) Hurt whoever hurts you, and people will stop trying. A child's philosophy, but it seems to work for you. When looking for, or attacking, people who have wronged and harmed you, you are fortunate. Their trail stands out, and your blows land with ever greater ferocity and strength.

Quick Study (200 ap, discount Child) You learn at a blistering pace, almost as if simply being reminded of old lessons. What you learn, you truly assimilate, understand and can extrapolate from and apply.

Sin's Weight (400 ap, discount Child) The more harm a being has done to innocents, the more vulnerable they become to you. Fabled armor crumbles like paper when guarding a cruel heart, and charms of defense all wither and fail.

Shadowed (400 ap, discount Child) There is a turmoil and darkness inside you, after all your pain. How appropriate that it reaches out to the world? You command the shadows to hide you, or lend you strength. You can seize a man with his own shadow, or vanish from all sight to emerge from another shade a hundred leagues away. You can form monstrous servitors from the darkness to carry out your vengeance.

Lingering Sorrows (100 ap, free Mourner) Your grief has made you sensitive to the pain of others. You can sense places where pain and loss have occurred, summon

phantoms of the last moments of the slain, and even question the dead as to their fate and those left behind.

Memory (100 ap, free Mourner) Your memory is perfect, you can relive each moment precisely as it happened, feel it as you did in the moment or detach to review events clinically. Perfect archiving and retrieval as well, so you can immediately realize why that guy seems familiar, he resembles someone you met five hundred years ago, an ancestor perhaps?

Guilt (200 ap, discount Mourner) You were wronged by the Mythic World and learned the hardest lesson for a victim to assimilate: that none of your suffering was your fault. You didn't do anything to bring on the wrath of the gods, you just happened to be there when they exercised their cruelty. You see with clear eyes who deserves justice and who does not, what is and isn't your fault, or his fault, or their fault.

Shield Arm (200 ap, discount Mourner) So many dead... merely collateral damage in the struggles of legend. It cannot be abided, it mustn't be! You are a master of reducing collateral damage, drawing the attention of enemies, your attacks never overpenetrate and you are preternaturally aware of anyone in a position to be harmed by your actions. By spending just a little of the power in your mythic heart, you can encase them in a shield of power, or whisk them to safe ground.

Heartstrings (400 ap, discount Mourner) In this world we all suffer some pain. You can feel the heartbreak in others and bring it to the surface. Perhaps to help someone confront and deal with their pain, see how it has affected their thinking, or to righteously inflict on the gods all the suffering they caused with their arrogant cruelty. To heal and to harm, but most of all to feel and understand is your blessing.

Never Again (400 ap, discount Mourner) You always arrive in the nick of time to prevent tragedies. No matter how hopeless a situation may seem, there is always a way for you to save everyone, a way to win. You may need to hustle though, the bad guys will give you time to arrive, not to have a break for drinks along the way.

Broken Oaths (100 ap, free Apostate) Having freed yourself once from service to false gods, you're in no hurry to go back. You cannot be constrained to any vow or

pact, not by magic, at least. Of course, eventually word gets around and spirits and demons won't be willing to make pacts with you.

Broken Relics (100 ap, free Apostate) You can profane sacred places and items, symbolically overcoming the gods and sapping their power with that which once strengthened them.

Broken Heralds (200 ap, discount Apostate) You have a special talent for breaking your enemies, be they einherjar or sorcerers or lesser monsters, and turning them to your side.

Broken Legend (200 ap, discount Apostate) You have learned to shatter a reputation, to inflict shame and humiliation that destroys entire sects, revealing their foolishness in following false gods.

Venom (400 ap, discount Apostate) Your touch is poisonous to the false faith of the mythic, disabling divine powers and holy relics. Given time you can lay low the gods themselves by tainting their works and turning their strength against them.

Stolen Power (400 ap, discount Apostate) You stole your Weapons from the very deity you worshiped, and then beat them with it. Whenever you betray, slay, or decisively defeat a foe, you may wrest a power or artifact from them and become its new master. Further, you wield it with greater skill, and to greater effect, than they ever did.

Sacred Hospitality (100 ap, free Exile) They say the gods sometimes disguise themselves as travelers or beggars, to test hospitality. Whether it's fear or love, people open their homes and cupboards for you. You can almost always find a place to stay and directions to the next town.

Survival Skills (100 ap, free Exile) When you've roamed a thousand worlds, through deserts, mountains, jungles, lava fields, tundra and more, you learn to find food and water and shelter, to track and hide, to survive any environment.

Trackless (200 ap, discount Exile) You leave no footprint, so scent or spoor, no hint of your passage. If you wish, you can deflect the eyes and minds of mortals from ever realizing your presence.

Wanderer's Instinct (200 ap, discount Exile) You have a profound sense for when an ambush or trap is being prepared for you, always in time to avoid it.

Adaptable (400 ap, discount Exile) New culture, language, metaphysics? No problem. You are supremely adaptable and changing or chaotic circumstances, such as a Blight, will always heavily favor you, the one who always lands on their feet.

Lack of Wyrld (400 ap, discount Exile) Everything has a fate spun out for it, down to the most innocuous plant. You came from someplace else though. Any attempts to divine your fate or lock you into a particular course of action is doomed to fail.

Challenging the Gods (100 ap, free Abomination) Not everyone can scream defiance at the heavens and expect the gods to show up. You have learned the best ways to throw down a gauntlet so your foe won't hesitate to take it up, whether that's attacking their interests, or making an insult.

Wrong Category (100 ap, free Abomination) You are divine, but also mortal. Any spell or ward that doesn't account for both halves will fail to stop you.

Mythic Resilience (200 ap, discount Abomination) You have a tremendous resilience to divine power and magic, such that it is extremely difficult for gods of any stripe or their servants to harm you. (90% debuff or so, if you need hard numbers).

Tolerance (200 ap, discount Abomination) Born to the Mythic, you are already somewhat corrupted. Instead of just moving you towards the divine, this has given you an increased tolerance for corruption, muffling its signs and damage, and it takes much longer and more for temporary corruption to become permanent. In future Jumps, you will be resistant to things like Chaos corruption as if born to it.

Birthright (400 ap, discount Abomination) Pick a divine parent to be yours. You find you can wield their domains, if not as easily as your own, it is still much easier to work miracles within them.

Reversal (400 ap, discount Abomination) You know intimately the strengths and weaknesses of gods, and most of all how their strengths can be turned to weakness, their powers and vices used against them. How a war god is seldom strategic in

reserving strength, or a storm god never learned what normally draws the lightning. With a little preparation, their heads will be yours.

BLIGHT

Corruption (+0 ap, obligatory) Your Fate will progress as you gain corruption, either from using your Mythic Powers or your spreading legend. Each night you dream of the god you are becoming. With enough corruption you transition into your Paragon Form, an idealized human with a supernatural twist, maybe flowers bloom in your footprints, your mouth is full of stars or your shadow is always in furious motion. With further corruption, you assume your Supernatural form, obviously inhuman. Then the Godly form where you appear as in your dreams and have a good chance of accidental apotheosis. To become one of the monsters you have sworn to erase from the world, forget your quest and become one more parasite on the back of humanity. The only way to reverse this Fate is to get other mortals to relate to you as one of them, and not some legendary figure, before your temporary corruption crystallizes into permanent corruption.

After this Jump, your corruption is erased and you needn't fear gaining it again. Your other forms become alt-forms you can assume at will.

Personal Blight (+0 ap, obligatory) Your Fate constantly leaks into the world around you, making a small but noticeable impact everywhere you go. This is your Personal Blight. It's a constant effect that alters one thing, be it weather, animals, or mortal feelings. You may never turn this off, though you may use it to power your fight against gods.

Drifting (+0 ap) The setting was built to be supplemented to other settings. As long as the setting is either appropriately mythic, or contains the core theme (Players can be unspeakably awesome and badass, but by doing so risk becoming everything they fight and everything they fear.) Exalted, WoD, Star Wars, there are lots of options. There's already a published Pathfinder splatbook. Just be aware that the hunters of gods armed and armored in stolen divinity are seldom welcomed by new pantheons.

Ending the Mythic World (+0 ap) An optional rule, if you can take down the six principal Greater Myths of your setting without falling and replacing one, you save the world and can move on directly instead of waiting out a full decade.

Long Stay (+100 ap) You extend your stay another five years. This may be taken up to four times, if you're sure. Normally a Mythender is living on borrowed time as it is.

Your Dream (+100 ap) All Mythender have dreams related to their Fate. Yours are invariably nightmares, making the eldritch horror you are becoming all too plain.

Cannot be Disguised (+100 ap) You are a living legend, and cannot be confused for an ordinary mortal, no matter how much you may try. Mortals cower before you, knowing they will die the moment you wish it. Myths will attack on sight.

Price of Wisdom (+100 ap) You are down one eye, limiting your peripheral vision and fine judgment of distances.

Deadly (+200 ap) You possess a terrible character flaw on a truly legendary scale. You may be boastful, or greedy, lazy, or quick to wrath. Whatever the case it will be to a superhuman degree. This may be taken multiple times.

Legendary (+200 ap) Your reputation precedes you, whether in prophecy or rumor. Your enemies have a really good idea as to your identity, motives and skills. Your quarry are wise to your best tricks.

Power of Belief (+200 ap) You will draw power from mortals, even when you don't want to. You will cause fear and worship when you perform miracles in front of them. And when you do, you will taste what Myths taste – the power mortals can give you. Perhaps you will do this intentionally; perhaps you will always try to avoid this. But you cannot stop the flow of power and corruption that comes from acting in the eyes of mortals.

Witnessed (+200 ap) Every time you act with your Mythic Heart—battle, perform miracles, fight Blights—Fate will ensure that mortals will witness your deeds. And Fate will make sure you feel them as they bow to your power. There is no privacy for you, not when it's most important.

Bloodlust (+300 ap) You grow restless without a challenge, crave the press and rush of battle with worthy foes! It is not in your nature to rest on your laurels, or to rest any more than you absolutely must.

Monster Bait (+300 ap) You seem to draw Lesser Myths. Einherjar, Sorcerers, Draugr, Oni, and the like. You're constantly being found and attacked by them.

Strict Mythmaster (+300 ap) You cannot work any miracles or feats not strictly tied to your Fate. A nascent God of Death could reject the dying and restore their mortal wounds, but not mend a broken leg. A Judgement God can smite the wicked, but not otherwise direct a storm.

Chains of Destiny (+400 ap) You gain Corruption and Fate at an accelerated rate, twice that of your fellows. On the plus side, more Gifts, more Might. Overwhelmingly in the negative, you find it much harder to resist the transformation into a Myth yourself.

Wrath of the Gods (+400 ap) You now have a particular nemesis in the local pantheon, one who is guaranteed to go after you with all their strength from the moment you first arrive - and even should you win, they are assured to survive, escape, and learn from their first two encounters with you. Have fun!

Terrorizing Mortals (+600 ap) Ah! You were thinking you could cheat, End Myths with your bizarre powers from beyond this vale of legends, never risking Corruption? No more. We won't separate you from your legendary qualities, but now your other powers all work to local rules, fueled by the terror and worship of mortals and Corrupting you slowly.

END

Your corruption falls away. What now? Home, settle down, the next hunt?