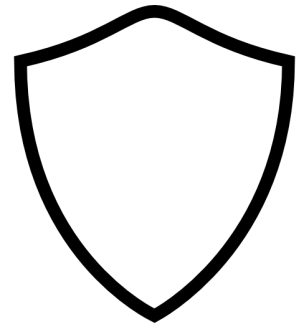


MYTHIC BASTIONLAND

They were named _____

Known as the _____ Knight

Their ultimate fate was _____



VIGour

--	--

CLArity

--	--

SPIrit

--	--

Guard

--	--

Glory

--

PROPERTY

ABILITY

AGE

Young

Mature

Old

RANK

Knight Errant

Knight Gallant

Knight Tenant

Knight Dominant

Knight Radiant

PASSION

FEATS

SMITE – +d12 or Blast to a melee attack.

VIG Save or become *Fatigued*.

FOCUS – Perform a Gambit without using a die.

CLA Save or become *Fatigued*.

DENY – Discard a damage die rolled against you or a nearby Ally. **SPI** Save or become *Fatigued*.

GAMBITS

Bolster the attack for +1 total damage

Move after the attack

Repel a foe away from you

Stop a foe from moving next turn

Impair a weapon on their next turn

Trap a shield until your next turn

Dismount a foe

Other effect of a similar level of impact

Recovery

VIG – Hospitality or consume Sustenance

CLA – Seer's guidance or consume Stimulant

SPI – Indulge passion or consume Sacrament

Gd/Fatigue– A moment's calm and rest

OATH

Seek the Myths

Honour the Seers

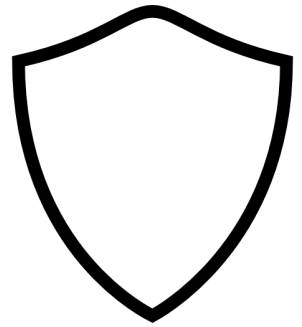
Protect the Realm

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