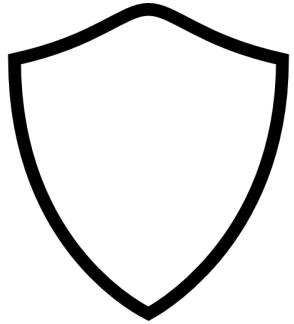


MYTHIC BASTIONLAND

They were named _____

Known as the _____ Knight

Their ultimate fate was _____



VIGour	<input type="text"/>	<input type="text"/>
CLAriaty	<input type="text"/>	<input type="text"/>
SPIrit	<input type="text"/>	<input type="text"/>
Guard	<input type="text"/>	<input type="text"/>
Glory	<input type="text"/>	

PROPERTY

ABILITY

AGE	RANK
Young	<i>Knight Errant</i>
Mature	<i>Knight Gallant</i>
Old	<i>Knight Tenant</i>
	<i>Knight Dominant</i>
	<i>Knight Radiant</i>

PASSION

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

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

OATH

Seek the Myths

Honour the Seers

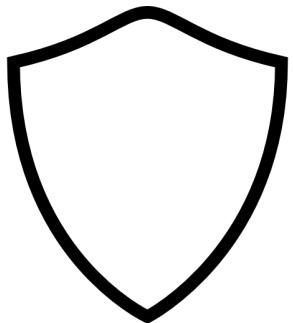
Protect the Realm

MYTHIC BASTIONLAND

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