CHAMPION

Mythic	ī	
Tier	1	

DURO DE MATAR

When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).

Don't die until negative hp equals double your constitution score.

4	_	hn	Bon	
)	пþ	per	

nus hit points tier

SURGE

Spend one use of mythic power to add Nível to any d20

- **1** □ d6
- **4** □ d8

ABILITY SCORE

Bonus to Nível ability scores

2 \Box +2

□ +2

AMAZING INITIATIVE

Mythic INICIATIVA Tier **BÔNUS** Nível 2

> Spend one use of mythic power to take an additional standard action

RECUPERAÇÃO

Recover all hit points with 8 hours rest

Nivel Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

MYTHIC SAVING THROWS 🖟

On a successful saving throw against a Nível non-mythic effect, suffer no effects.

5 Saving throws against mythic effects are unaffected.

×	CHAMPION'S STRIKE	,
,		
	MYTHIC POWER	

POWER PER DAY		Mythic Tier		Extra	Uses Today
	=3+(× 2)+		

PATH ABILITIES

Nível		
1		

ES	2	
BILLE	3	

H				
PA				
	4			

)			

	Nível	
S	1	
EAT		

딕			
2	3	 -	 _
H			
ž		_	_
≥			

5		
)		