

HIEROPHANT

Tier  
Mythique

DUR A TUER

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 pv

Bonus hit points  
per tier

SURGE

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

1 ☐ d6

4 ☐ d8

SCORE DE CARACTERISTIQUE

Bonus to  
Grade ability scores

2 ☐ +2

4 ☐ +2

FOR INT  
DEX SAG  
CON CHA

AMAZING INITIATIVE

INITIATIVE  
BONUS

Tier  
Mythique

Grade  =

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

RECUPERATION

Récupérez tous vos points de vie après 8h de repos

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

ETS DE SAUVEGARDE MYTHIQUE

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

5 Saving throws against mythic effects  
are unaffected.

DIVINE SURGE

POUVOIR MYTHIQUE

POUVOIR  
PAR JOUR

Tier  
Mythique

Extra

Utilisation  
Aujourd'hui

= 3 + (  × 2 ) +

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COMPETENCES DE VOIE

Grade  
1

2

3

4

5

Grade  
1

3

5

DONS MYTHIQUES