

HIEROPHANT

Mythic
Tier

HARD TO KILL

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 hp Bonus hit points per tier

SURGE

Spend one use of mythic power to add to any d20

- 1 ☐ d6
4 ☐ d8

ABILITY SCORE

Bonus to ability scores

Tier		STR	INT
2	<input type="checkbox"/> +2	DEX	WIS
4	<input type="checkbox"/> +2	CON	CHA

AMAZING INITIATIVE

INITIATIVE BONUS

Mythic Tier

Tier 2 =

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

RECUPERATION

Recover all hit points with 8 hours rest

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

MYTHIC SAVING THROWS

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

5 Saving throws against mythic effects are unaffected.

DIVINE SURGE

MYTHIC POWER

POWER PER DAY

Mythic Tier

Extra

Uses Today

= 3 + (× 2) +

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PATH ABILITIES

Tier 1

3

5

Tier 1

5

PATH ABILITIES

MYTHIC FEATS

