

# TRICKSTER

Mythic  
Tier

## HARD TO KILL

When below 0hp, always stabilize 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

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

- 1 ☐ d6  
4 ☐ d8  
7 ☐ d10  
10 ☐ d12

## ABILITY SCORE

Tier Bonus to ability scores

- 2 ☐ +2  
4 ☐ +2  
6 ☐ +2  
8 ☐ +2  
10 ☐ +2

STR INT  
DEX WIS  
CON CHA

## AMAZING INITIATIVE

INITIATIVE  
BONUS

Mythic  
Tier

Tier  =

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

## RECUPERATION

Tier Recover all hit points with 8 hours rest

- 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.

## FORCE OF WILL

Tier Spend one use of mythic power to reroll any d20, or  
6 force a foe to reroll, even after the result is revealed.

## UNSTOPPABLE

Spend one use of mythic power to end any one of:

- Tier 8
- Bleed
  - Cowering
  - Deafened
  - Fascinated
  - Nauseated
  - Shaken
  - Stunned
  - Blind
  - Dazed
  - Entangled
  - Fatigued
  - Panicked
  - Sickened
  - Confused
  - Dazzled
  - Exhausted
  - Frightened
  - Paralysed
  - Staggered

## IMMORTAL

Tier If you are killed, return to life 24 hours later, regardless of  
9 the condition of your body. You do not regain any limited daily abilities.

This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.

Tier Can only be permanently killed by a coup-de-grace or  
10 critical hit with an artifact.

## LEGENDARY HERO

Tier Regain one use of mythic power per hour.  
10

## SUPREME TRICKSTER

Whenever you attack a non-mythic enemy, they are treated as flat-footed, even if they have abilities to prevent it.

Tier Once per round, when you roll a natural 20 on an opposed  
10 skill check against a mythic enemy, regain one use of mythic power.

## TRICKSTER ATTACK

## MYTHIC POWER

POWER  
PER DAY

Mythic  
Tier

Extra

= 3 + (  × 2 ) +

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

## PATH ABILITIES

Tier

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

MYTHIC FEATS

Tier

1

3

5

7

9