	CHAMPION Mystiker Stufe	7		CHA	AMPION'S STRI	KE	
	HARD TO KILL						
	pelow Ohp, always stabilise without needing to make a	-					
	ution check (though bleed damage still counts). lie until negative hp equals double your constitution score.	-					
+ 5 TP Bonus hit points			MAZIENIA DONJED				
			MYTHIC POWER POWER Mystiker Eyten				
Rang	SURGE Spend one use of mythic power to add to any d20	PR	O TAG	Stufe	Extra	Nutzungen 000 000 000	
1	□ W6			= 3 + (× 2) +		Heute	
4 7	□ W8 □ W10	`*		PF.	ADFÄHIGKEITE	EN	
10	□ w12		Rang				
X	ATTRIBUTSWERT		1				
Rang 2	Bonus auf Attributswerte □ +2 ST IN		2				
4	□ +2 ·······						
6	□ +2 GE WE		3 —				
8 10	□ +2 KO CH						
X	AMAZING INITIATIVE	,					
	INITIATIVE Mystiker BONUS Stufe	z	4 —				
Rang	=	EITE					
2	Spend one use of mythic power to take an additional standard action RECUPERATION Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurückten den den use of mythic power to reggin helf vour	HIGK	5 —				
X	RECUPERATION	ADEÄ	6 —				
Rang	Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	PE					
,	MYTHIC SAVING THROWS		7 —				
Rang	On a successful saving throw against a non-mythic effect, suffer no effects.		8 —				
5	Rettungswürfe gegen mythische Effekte sind unwirksam.						
Dana	WILLENSKRAFT -		0				
6	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.		9 —				
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	UNAUFHALTSAM		10				
	end one use of mythic power to end any one of: leed • blind • verwirrt		10 —				
Rang	• Kauernd • benommen • geblendet						
8	 taub verstrickt fasziniert erschöpft verängstigt 		_				
	 Übelkeit • in Panik • gelähmt • erschüttert • kränkelnd • Staggered 						
	• betäubt						
X	UNSTERBLICH						
Rang	If you are killed return to life 24 hours later, regardless of 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.	,	Rang				
Rang 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.						
10	LEGENDÄRER HELD		3 —				
Rang	Regain one use of mythic power per hour.	ATS					
10	LEGENDARY CHAMPION	MYTHIC FEATS	5 —				
	When an attack against a non-mythic creature misses,	YTH					
Rang 10	you may reroll once. Once per round, if your roll a natural 20, regain one use	M	7 —				
	office per round, if your roll a natural 20, regain one use of mythic power.		-				
			9 —				