TRICKSTER ATTACK TRICKSTER Mystiker Stufe HARD TO KILL When below 0hp, always stabilise without needing to make a constitution check **MYTHIC POWER** (though bleed damage still counts). Mystiker **MACHT** Extra Don't die until negative hp equals double PRO TAG Stufe your constitution score. $\times 2) +$ Bonus hit points + 4 TP per tier PFADFÄHIGKEITEN **SURGE** Rang Spend one use of mythic power to add 1 Rang to any d20 **1** □ W6 4 □ W8 2 PFADFÄHIGKEITEN **ATTRIBUTSWERT** Bonus to Rang ability scores 3 **2** \Box +2 □ +2 AMAZING INITIATIVE INITIATIVE Mystiker 5 Stufe **BONUS** Rang 2 Spend one use of mythic power to take an additional standard action RECUPERATION Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück Rang 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 Rang Rang non-mythic effect, suffer no effects. 1 MYTHIC FEATS 5 Saving throws against mythic effects are unaffected. 3

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