	TRICKSTER Mythic	K		TRICKSTER ATTACK	
	TRICKSTER Tier			TRIONO I DI TITON	
When below 0hp, always stabilise without needing to make a					
constitution check (though bleed damage still counts).					
Don't d	ie until negative hp equals double your constitution score. Bonus hit points	_			
+ 4	per tier	*		MYTHIC POWER	*
`	SURGE		WER R DA	FXIIA	
	Spend one use of mythic power to add to any d20			= 3 + (× 2)+	Uses DDD DDD DDD
1	□ d6 □ d8				Today
7	□ d10	*		PATH ABILITIES	*
10	□ d12		Nível 1		
7	ABILITY SCORE				
Nível 2	Bonus to ability scores ☐ +2 FOR INT		2		
4	□ +2 ·······				
6	□ +2				
8 10	□ +2		3		
10	AMAZING INITIATIVE				
	INICIATIVA Mythic BÔNUS Tier		4		
Nível 2	=	IES	_		
2	Spend one use of mythic power to take an additional standard action	PATH ABILITIES	5		
``	RECUPERAÇÃO	TH.	6		
Nível 3	Recover all hit points with 8 hours rest Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	PA			
` .	MYTHIC SAVING THROWS		7		
Nível 5	On a successful saving throw against a non-mythic effect, suffer no effects.		8		
	Saving throws against mythic effects are unaffected. FORCE OF WILL				
Nível 6	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.		9		
	IMPARÁVEL .				
	end one use of mythic power to end any one of:		10		
	• Bleed • Blind • Confused				
Nível	CoweringPasmarDazzledEntangledExhasted				
8	FacinarFatiguedFrightenedNauseatedPanickedParalysed				
	• Shaken • Sickened • Staggered				
	· Stunned				
*	IMORTAL				
	If you are killed return to life 24 hours later, regardless of the condition of your body. You do not regain any limited				
9	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.		Nível		
	Can only be permanently killed by a coup-de-grace or		1		
10	critical hit with an artefact.				
Nível	LEGENDARY HERO	S	3		
10	Regain one use of mythic power per hour.	MYTHIC FEATS			
``	SUPREME TRICKSTER	TIC 1	5		
	Whenever you attack a non-mythic enemy, they are treated as flat-flooted, even if they have abilities to prevent it.	AYTE			
Nível 10	Once per round, when you roll a natural 20 on an opposed	N	7		
	skill check against a mythic enemy, regain one use of mythic power.				
~			0		