

CHAMPION

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.

+ 5 hp

Bonus hit points per tier

SURGE

Spend one use of mythic power to add

Tier

to any d20

1

☐ d6

4

☐ d8

ABILITY SCORE

Bonus to ability scores

STR

INT

Tier

2

☐ +2

4

☐ +2

DEX

WIS

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

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

3

MYTHIC SAVING THROWS

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

Tier

Saving throws against mythic effects are unaffected.

5

CHAMPION'S STRIKE	

MYTHIC POWER

$$\boxed{} = 3 + (\times 2) + \begin{array}{|c|c|c|c|} \hline \square & \square & \square & \square \\ \hline \square & \square & \square & \square \\ \hline \square & \square & \square & \square \\ \hline \end{array}$$

PATH ABILITIES

5

5 _____