

HIEROPHANT

Mythic
Tier

DURO DE MATAR

When below 0hp, always stabilise 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

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

- 1 ☐ d6
4 ☐ d8
7 ☐ d10
10 ☐ d12

ABILITY SCORE

Nível Bonus to ability scores

- 2 ☐ +2
4 ☐ +2
6 ☐ +2
8 ☐ +2
10 ☐ +2

FOR INT
DES SAB
CON CAR

AMAZING INITIATIVE

INICIATIVA
BÔNUS

Mythic
Tier

Nível
2

=

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

RECUPERAÇÃO

Nível 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

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

- 5 Saving throws against mythic effects are unaffected.

FORCE OF WILL

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

6

IMPARÁVEL

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

- Bleed
- Cowering
- Deafened
- Facinar
- Nauseated
- Shaken
- Stunned
- Blind
- Pasmado
- Entangled
- Fatigued
- Panicked
- Sickened
- Confused
- Dazzled
- Exhausted
- Frightened
- Paralysed
- Staggered

Nível
8

IMORTAL

Nível 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.

- 9 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 critical hit with an artefact.

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LEGENDARY HERO

Nível Regain one use of mythic power per hour.

10

DIVINE VESSEL

When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take the lower result.

Nível When healed using a spell or effect, you are healed the maximum possible amount.

10

Ganha de redução de dano 10/épico.

Once a round, when you take more than 20 hp actual damage, regain one use of mythic power.

DIVINE SURGE

MYTHIC POWER

POWER
PER DAY

Mythic
Tier

Extra

$$\boxed{} = 3 + (\times 2) + $$

Uses Today

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PATH ABILITIES

Nível

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

Nível

1

3

5

7

9

MYTHIC FEATS