

HIEROPHANT

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.

+ 4 hp Bonus hit points per tier

SURGE

Spend one use of mythic power to add to any d20
Tier 1 ☐ d6
4 ☐ d8

ABILITY SCORE

Bonus to ability scores
Tier 2 ☐ +2
4 ☐ +2

STR INT
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 3 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 non-mythic effect, suffer no effects.
Tier 5 Saving throws against mythic effects are unaffected.

DIVINE SURGE

MYTHIC POWER

POWER PER DAY Mythic Tier Extra Uses Today
 = 3 + (× 2) + ☐☐☐☐
☐☐☐☐
☐☐☐☐

PATH ABILITIES

Tier 1

2

3

4

5

1

3

5

