

# CHAMPION

Mystiker  
Stufe

## HARD TO KILL

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.

+ 5 TP

Bonus hit points  
per tier

## SURGE

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

1 ☐ W6

4 ☐ W8

## ATTRIBUTSWERT

Bonus to  
Rang ability scores

2 ☐ +2

4 ☐ +2

ST

IN

GE

WE

KO

CH

## AMAZING INITIATIVE

INITIATIVE  
BONUS

Mystiker  
Stufe

Rang  
2

=

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

## RECUPERATION

Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück

Rang  
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.

5 Saving throws against mythic effects  
are unaffected.

## CHAMPION'S STRIKE

## MYTHIC POWER

MACHT  
PRO TAG

Mystiker  
Stufe

Extra

Nutzungen  
Heute

= 3 + (  × 2 ) +

☐☐☐☐  
☐☐☐☐  
☐☐☐☐

## PFADFÄHIGKEITEN

Rang

1

2

3

4

5

PFADFÄHIGKEITEN

Rang

1

3

5

MYTHIC FEATS