

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 + (x 2) +

PATH ABILITIES

Tier 1
2
3
4
5

PATH ABILITIES

MYTHIC FEATS
Tier 1
3
5