## **CHAMPION'S STRIKE CHAMPION** Tier Mítico **DURO DE MATAR** When below 0hp, always stabilise without needing to make a constitution check MYTHIC POWER (though bleed damage still counts). Tier **PODER** Extra Don't die until negative hp equals double POR DIA Mítico your constitution score. Bonus hit points **+ 5** pg per tier **PATH ABILITIES SURGE** Nivel Spend one use of mythic power to add 1 Nivel to any d20 **1** □ d6 **4** □ d8 2 **ABILITY SCORE** ABILITIES Bonus to Nivel ability scores **2** $\Box$ +2 +2 \_\_\_\_\_ INICIATIVA ASOMBROSA Tier **BONUS** 5 Mítico INICIATIVA Nivel 2 Spend one use of mythic power to take an additional standard action RECUPERATION Recobra todos los puntos de golpe con descanso durante 8 horas Nivel Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities PRUEBAS SALVACIÓN MÍTICAS On a successful saving throw against a Nivel Nivel non-mythic effect, suffer no effects. 1 **DOTES MÍTICAS** 5 Saving throws against mythic effects are unaffected. 3

Usos Hoy			