	CHAMPION Mystiker Stufe	`		CHAMPION'S STRIKE
N N	HARD TO KILL			
	pelow Ohp, always stabilise without needing to make a	-		
	ution check (though bleed damage still counts). lie until negative hp equals double your constitution score.	-		
	Ronus hit points	_		
+ 5	per tier			MYTHIC POWER
X.	SURGE		CHT O TAG	Mystiker Extra G Stufe
	Spend one use of mythic power to add to any d20 $\hfill\Box$ W6			= 3 + ( × 2) + Nutzungen
1 4	□ W8			PFADFÄHIGKEITEN PFADFÄHIGKEITEN
7	□ W10		Rang	TIADIAMIGRALIA
10	□ w12		<b>1</b>	
Pana	ATTRIBUTSWERT  Bonus auf Attributswerte	Į		
Rang 2	□ +2 ST IN		2 _	
4	□ +2 GE WE	1		
6	□ +2		3 -	
8 10	□ +2 KO CH			
×	AMAZING INITIATIVE			
	INITIATIVE Mystiker	-	4 -	
Rang	- State	ITEN		
2		GKE	5 -	
	spend one use of mythic power to take an additional standard action	ÄHI		
X.	Spend one use of mythic power to take an additional standard action  RECUPERATION  Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück	ADF	6 -	
Rang	Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück	, PF		
3	Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities			
×	MYTHIC SAVING THROWS		7 -	
Rang	On a successful saving throw against a non-mythic effect, suffer no effects.	l		
5	Rettungswürfe gegen mythische Effekte sind unwirksam.		8 -	
×	WILLENSKRAFT			
_	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.		9 -	
6	UNAUFHALTSAM			
	Spend one use of mythic power to end any one of:		10 -	
	• Bleed • blind • verwirrt	,		
Rang	<ul> <li>Kauernd</li> <li>benommen</li> <li>geblendet</li> <li>taub</li> <li>verstrickt</li> <li>entkräftet</li> </ul>			
8	• fasziniert • erschöpft • verängstigt			
	Übelkeit     in Panik     gelähmt     kränkelnd     Staggered	l		
	• betäubt		_	
*	UNSTERBLICH			
Rang	If you are killed return to life 24 hours later, regardless of the condition of your body. You do not regain any limited		-	
9	daily abilities.  This does not apply if you were killed by a coup-de-grace			
	or critical hit by a mythic enemy, or an epic weapon.		Rang _	
	Can only be permanently killed by a coup-de-grace or	,	1	
	critical hit with an artefact.		2	
Rang	LEGENDÄRER HELD	LS	3 -	
<b>10</b>	Regain one use of mythic power per hour.	MYTHIC FEATS		
×	LEGENDARY CHAMPION	HIC	5 -	
Rang	When an attack against a non-mythic creature misses, you may reroll once.	MYT		
	Once per round, if your roll a natural 20, regain one use	I	7 -	
~	of mythic power.			
			9 -	