## CHAMPION'S STRIKE **CHAMPION** Mythic Tier 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. Bonus hit points **+ 5** hp per tier SURGE Spend one use of mythic power to add Tier to any d20 **1** □ d6 **4** □ d8 **ABILITY SCORE** Bonus to Tier ability scores

**2**  $\Box$  +2 □ +2

Tier 2

any limited daily abilities MYTHIC SAVING THROWS On a successful saving throw against a Tier non-mythic effect, suffer no effects. 5 Saving throws against mythic effects

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Mythic Tier	-				_				
HARD TO KILL	[-								J
oelow Ohp, always stabilise without g to make a constitution check n bleed damage still counts).	MYTHIC POWER								
ie until negative hp equals double onstitution score.		WER R DAY		,	Mythic Tier		\	Extra	Uses Today □□□□□
Bonus hit points per tier			= 3			× 2		,	
SURGE	*			PA	I'H A	BILI	4413	•	<b>#</b> (
Spend one use of mythic power to add o any d20 □ d6		Tier 1							
□ d8		2							
ABILITY SCORE	IES								
Bonus to STR INT shillity scores DEX WIS	PATH ABILITIES	3							
CON CHA	PAT	4							
AMAZING INITIATIVE									
INITIATIVE Mythic BONUS Tier		5							
=									
Spend one use of mythic power to take an additional standard action		-							
RECUPERATION									
Recover all hit points with 8 hours rest									
Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities									
YTHIC SAVING THROWS 🗾									
On a successful saving throw against a non-mythic effect, suffer no effects.		Tier 1							
Saving throws against mythic effects are unaffected.	FEATS								
	MYTHIC FEATS	3							
	MY	5							
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