# **CHAMPION**

Mythic	ī -	-	-	-	-	-	-
Tier	i						

### **DURO DE MATAR**

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	hp	Bonus hit points per tier

#### SURGE

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

- **1** □ d6
- **4** □ d8

### **ABILITY SCORE**

	Bonus	to
Nível	ability	scores

- **2**  $\Box$  +2
- 4 🗆 +2

# AMAZING INITIATIVE

#### Mythic INICIATIVA Tier BÔNUS Nível 2

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

# RECUPERAÇÃO

Recover all hit points with 8 hours rest

Nivel 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 Nível non-mythic effect, suffer no effects.

5 Saving throws against mythic effects are unaffected.

	СНАМРІС	ON'S STR	IKE	
	MYTH	IC POWEI	R	
POWER PER DAY	Mythi Tier	С	Extra	Uses Today
	= 3 + (	× 2)+		

## **PATH ABILITIES**

Vível		
1		

IES	2	
BILIT	3	

/.			
4 -			



\TS	1		
MYTHIC FEAT	3	-	

Nível