# **HIEROPHANT**

	7	-	-	-	-	-	-	-
Mythic	i.							
ivi y ci ii o	i							
Tier	i							
1161	i							

# 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.



#### 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

#### AMAZING INITIATIVE

Mythic INITIATIVE Tier BONUS

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

# MYTHIC SAVING THROWS

On a successful saving throw against a Tier non-mythic effect, suffer no effects.

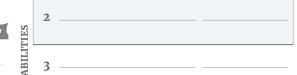
5 Saving throws against mythic effects are unaffected.

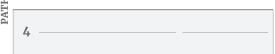
# **DIVINE SURGE** MYTHIC POWER

POWER	Mythic	Extra	Uses
PER DAY	Tier		Today
	= 3 + ( × 2 ) +		

# **PATH ABILITIES**

Tier		
1		







TS	Tier <b>1</b>	
C FEA	3	

5		_	