

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.

+ 5 hp

Bonus hit points  
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 ☐ +2

4 ☐ +2

STR

INT

DEX

WIS

CON

CHA

AMAZING INITIATIVE

INITIATIVE  
BONUS

Mythic  
Tier

Tier  
2

=

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

RECUPERATION

Recover all hit points with 8 hours rest

Tier  
3

Spend one use of mythic power to regain  
half your maximum hit points and use of  
any limited daily abilities

MYTHIC SAVING THROWS

Tier

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

5

Saving throws against mythic effects  
are unaffected.

CHAMPION'S STRIKE

MYTHIC POWER

POWER  
PER DAY

Mythic  
Tier

Extra

Uses  
Today

= 3 + (  × 2 ) +

PATH ABILITIES

Tier

1

2

3

4

5

6

7

8

9

PATH ABILITIES

MYTHIC FEATS