	CHAMPION Mythic Tier	`		CHAMPION'S STRIKE	<u> </u>
	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.					
	Ronus hit points	7			
+ !	hp per tier	1		MYTHIC POWER	ž.
``	SURGE		WER R DA		
Tier 1	Spend one use of mythic power to add to any d20 □ d6			= 3 + (× 2) +	Uses DDD DDD DDD DDD
4	□ d8			PATH ABILITIES	,
7	□ d10		Tier		
10	□ d12		1		
Tier	ABILITY SCORE Bonus to ability scores	Į			
2	□ +2 STR INT		2		
4 6	□ +2 □ +2 ► DEX WIS				
8	□ +2		3		
10	□ +2 CON CHA				
``	AMAZING INITIATIVE		4		
	INITIATIVE Mythic BONUS Tier				
Tier 2	=	IES	_		
2	Spend one use of mythic power to take an additional standard action	BILIT	5		
`	RECUPERATION	PATH ABILITIES	6		
Tier	Recover all hit points with 8 hours rest Spend one use of mythic power to regain half your	PA			
3	maximum hit points and use of any limited daily abilities		7		
*	MYTHIC SAVING THROWS				
Tier 5	On a successful saving throw against a non-mythic effect, suffer no effects.		8		
	Saving throws against mythic effects are unaffected.				
Tior	FORCE OF WILL Spend one use of mythic power to reroll any d20, or		0		
6	force a foe to reroll, even after the result is revealed.		9		
7	UNSTOPPABLE		4.0		
	Spend one use of mythic power to end any one of: • Bleed • Blind • Confused		10		
<u>.</u> .	• Cowering • Dazzled				
Tier 8	 Deafened Entangled Fascinated Fatigued Frightened 				
	Nauseated Panicked Paralysed	Į			
	Shaken Sickened Staggered Stunned				
`	IMMORTAL ,	1			
Tion	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.		Tier		
Tier	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.	ſ	1		
10	LEGENDARY HERO		3		
Tier 10	Regain one use of mythic power per hour.	MYTHIC FEATS			
	LEGENDARY CHAMPION		5		
т:	When an attack against a non-mythic creature misses,	TYTE			
10	you may reroll once. Once per round, if your roll a natural 20, regain one use	N	7		
~	of mythic power.				
			9		