

HIEROPHANT

Tier
Mítico

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.

+ 4 pg

Bonus hit points
per tier

SURGE

Spend one use of mythic power to add to any d20

Tier 1 ☐ d6

4 ☐ d8

ABILITY SCORE

Tier Bonus to
ability scores

2 ☐ +2

4 ☐ +2

FUE

INT

DES

SAB

CON

CAR

INICIATIVA ASOMBROSA

BONUS
INICIATIVA

Tier
Mítico

Tier 2 =

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

RECUPERATION

Recobra todos los puntos de golpe con descanso durante 8 horas

Tier 3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

PRUEBAS SALVACIÓN MÍTICAS

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

5 Saving throws against mythic effects are unaffected.

DIVINE SURGE

Poderes Míticos

PODER
POR DIA

Tier
Mítico

Extra

Usos
Hoy

= 3 + (

× 2) +

PATH ABILITIES

Tier

1

2

3

4

5

PATH ABILITIES

Tier

1

3

5

DOTES MÍTICAS