

HIEROPHANT

Mityczny
Poziom

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.

+ 4 pw

Bonus hit points
per tier

SURGE

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

1 ☐ k6

4 ☐ k8

WARTOŚĆ ATRYBUTU

Bonus to
Poziom ability scores

2 ☐ +2

4 ☐ +2

S

INT

ZR

RZT

BD

CHA

AMAZING INITIATIVE

INICJATYWA
PREMIA

Mityczny
Poziom

Poziom

2

=

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

RECUPERATION

Przywraca wszystkie pw po 8 godzinach odpoczynku

Poziom

3

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 Poziom non-mythic effect, suffer no effects.

5

Saving throws against mythic effects are unaffected.

DIVINE SURGE

MYTHIC POWER

POWER
PER DAY

Mityczny
Poziom

Dodatkowe

Użyć
Dziś

= 3 + (

× 2)

+

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ŚCIEŻKI ZDOLNOŚCI

Poziom

1

2

3

4

5

ŚCIEŻKI ZDOLNOŚCI

Poziom

1

3

5

MYTHIC FEATS