

HIEROPHANT

Mystiker
Stufe

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 TP

Bonus hit points
per tier

SURGE

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

- 1 ☐ W6
4 ☐ W8
7 ☐ W10
10 ☐ w12

ATTRIBUTSWERT

Rang Bonus auf Attributswerte

- 2 ☐ +2
4 ☐ +2
6 ☐ +2
8 ☐ +2
10 ☐ +2

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AMAZING INITIATIVE

INITIATIVE
BONUS

Mystiker
Stufe

Rang =

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

RECUPERATION

Rang Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück

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

MYTHIC SAVING THROWS

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

- 5 Rettungswürfe gegen mythische Effekte sind unwirksam.

WILLENSKRAFT

Rang Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.

- 6

UNAUFHALTSAM

Spend one use of mythic power to end any one of:

- Bleed
- Kauernd
- taub
- fasziniert
- Übelkeit
- erschüttert
- betäubt
- blind
- benommen
- verstrickt
- erschöpft
- in Panik
- kränkelnd
- verwirrt
- geblendet
- entkräftet
- verängstigt
- gelähmt
- Staggered

UNSTERBLICH

Rang If you are killed return to life 24 hours later, regardless of the condition of your body. You do not regain any limited daily abilities.

- 9 This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.

Rang Can only be permanently killed by a coup-de-grace or critical hit with an artefact.

- 10

LEGENDÄRER HELD

Rang Regain one use of mythic power per hour.

- 10

DIVINE VESSEL

When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take the lower result.

Rang When healed using a spell or effect, you are healed the maximum possible amount.

- 10 Gain damage resistance 10/epic

Once a round, when you take more than 20 hp actual damage, regain one use of mythic power.

DIVINE SURGE

MYTHIC POWER

MACHT
PRO TAG

Mystiker
Stufe

Extra

$$\boxed{} = 3 + (\times 2) + $$

Nutzungen
Heute

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PFADFÄHIGKEITEN

Rang

1

2

3

4

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PFADFÄHIGKEITEN

MYTHIC FEATS

Rang

1

3

5

7

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