

CHAMPION

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.

+ 5 TP

Bonus hit points
per tier

SURGE

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

1 ☐ W6

4 ☐ W8

ATTRIBUTSWERT

Bonus to
Rang ability scores

2 ☐ +2

4 ☐ +2

ST

IN

GE

WE

KO

CH

AMAZING INITIATIVE

INITIATIVE
BONUS

Mystiker
Stufe

Rang 2 =

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

RECUPERATION

Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück

Rang 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
non-mythic effect, suffer no effects.

5 Saving throws against mythic effects
are unaffected.

CHAMPION'S STRIKE

MYTHIC POWER

MACHT
PRO TAG

Mystiker
Stufe

Extra

Nutzungen
Heute

= 3 + (

× 2

) +

☐☐☐☐

☐☐☐☐

☐☐☐☐

PFADFÄHIGKEITEN

Rang 1

3

5

Rang 1

5

MYTHIC FEATS

