TRICKSTER

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Mythic	1
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Tier	i
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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.



Bonus hit points per tier

SURGE

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

- **1** □ d6
- **4** □ d8

ABILITY SCORE

Bonus to Tier ability scores

2 \Box +2

□ +2

CHA

AMAZING INITIATIVE

Mythic INITIATIVE Tier **BONUS** Tier 2

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

RECUPERATION

Recover all hit points with 8 hours rest

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 Tier non-mythic effect, suffer no effects.

5 Saving throws against mythic effects are unaffected.

×	TRICKSTER ATTACK	,
×	MYTHIC POWER	,
	AA al C.	

POWER PER DAY	Mythic Tier		Extra	Uses Today
	= 3 + (× 2)+		

PATH ABILITIES

Tier		
1		

IES	2	
BILI	3	

4		



	Tier		
5 T	1		

CIHIC FEAT	3	
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