	TRICKSTER Mystiker	`		TRICKSTER ATTACK
N N	HARD TO KILL			
	pelow 0hp, always stabilise without needing to make a	-		
constit	tution check (though bleed damage still counts).	-		
Don't d	lie until negative hp equals double your constitution score.			
+ 4	4 TP Bonus hit points per tier	K		MYTHIC POWER
	SURGE		WER	
Rang	Spend one use of mythic power to add to any d20	PR	ОТА	
1	□ W6			= 3 + ( × 2) + Nutzungen
4	□ W8	*		PFADFÄHIGKEITEN
7 10	□ W10 □ w12		Rang	
	ATTRIBUTSWERT		1	
Rang	Bonus auf Attributswerte			
2	□ +2 ST IN		2	
4 6	□ +2 □ +2 ■ GE WE			
8			3	
10	□ +2 KO CH			
×	AMAZING INITIATIVE		_	
	INITIATIVE Mystiker RONIIS Stufe	_	4	
Rang	- Carrier and the second of th	TEN		
2		KEI	5	
	Spend one use of mythic power to take an additional standard action	HIG		
×	Stufe  Spend one use of mythic power to take an additional standard action  RECUPERATION  Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurückten acht Stunden acht	\DF	6	
Rang	Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück	PF/	U	
3	Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities			
	MYTHIC SAVING THROWS		7	
	On a successful saving throw against a non-mythic			
Rang <b>5</b>	effect, suffer no effects.		8	
	Rettungswürfe gegen mythische Effekte sind unwirksam.			
Dana	WILLENSKRAFT			
6	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.		9	
×	UNAUFHALTSAM			
	Spend one use of mythic power to end any one of:		10	
	• Bleed • blind • verwirrt • Kauernd • benommen • geblendet			
Rang				
8	<ul> <li>fasziniert</li> <li>erschöpft</li> <li>verängstigt</li> <li>Übelkeit</li> <li>in Panik</li> <li>gelähmt</li> </ul>			
	• erschüttert • kränkelnd • Staggered			
	• betäubt			
Rang <b>9</b>	UNSTERBLICH			
	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.			
	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	
Rang	Can only be permanently killed by a coup-de-grace or		1	
10	critical hit with an artefact.			
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	LEGENDÄRER HELD		3	
Rang 10	Regain one use of mythic power per hour.	MYTHIC FEATS		
10	SUPREME TRICKSTER	C FE	5	
Rang 10	Whenever you attack a non-mythic enemy, they are treated	THI		
	Once per round, when you roll a natural 20 on an opposed skill check against a mythic enemy, regain one use of			
			7	
	mythic power.			
			9	