|   | TRICKSTER Mityczny  | 7                 | ÷                  | Tì                 | RICKSTER ATTACK  | *                |  |
|---|---|-------------------|--------------------|--------------------|------------------|------------------|--|
|   | 1 0210111   | Г                 |                    |                    |                  |                  |  |
| When  | HARD TO KILL below Ohp, always stabilise without needing to make a  | -                 |                    |                    |                  |                  |  |
| consti  | tution check (though bleed damage still counts).  | -                 |                    |                    |                  |                  |  |
| Nie un  | nierasz, dopóki wartość twoich negatywnych pw nie równa się   | tvoje             | ej podv            | vojonej budowie.   |                  |                  |  |
| + 4 pw Bonus hit points per tier  |   |                   | MYTHIC POWER       |                    |                  |                  |  |
| SURGE   |   |                   | WER<br>R DA        | Mityczny<br>Poziom | Dodatkowe        |                  |  |
| Pozior  | n Spend one use of mythic power to add to any d20   | PE                | K DA               |                    |                  | Użyć DDD DDD DDD |  |
| 1   | □ k6<br>□ k8  | L                 |                    |                    |                  | Dziś             |  |
| 4<br>7  | □ k0  | ×                 |                    | SC                 | CIEŻKI ZDOLNOŚCI | ×                |  |
| 10  | □ K12   |                   | Pozior<br><b>1</b> | n<br>              |                  |                  |  |
| `   | WARTOŚĆ ATRYBUTU  |                   |                    |                    |                  |                  |  |
| Pozion <b>2</b>   | n Premia do wartości atrybutu    +2  S  INT   |                   | 2                  |                    |                  |                  |  |
| 4   | □ +2 ·······  |                   | _                  |                    |                  |                  |  |
| 6   | □ +2  |                   |                    |                    |                  |                  |  |
| 8   | □ +2 BD CHA   |                   | 3                  |                    |                  |                  |  |
| 10  | AMAZING INITIATIVE  |                   |                    |                    |                  |                  |  |
|   | INICJATYWA Mityczny   |                   | 4                  |                    |                  |                  |  |
| Б.  | PREMIA Poziom   | ŚCI               |                    |                    |                  |                  |  |
| Pozior <b>2</b>   | n =   | LNO               | 5                  |                    | _                |                  |  |
|   | Spend one use of mythic power to take an additional standard action   | ZDO               |                    |                    |                  |                  |  |
| `   | RECUPERATION  | ŚCIEŻKI ZDOLNOŚCI |                    |                    |                  |                  |  |
| Poziom Przywraca wszystkie pw po 8 godzinach odpoczynku   |   |                   | 6                  |                    |                  |                  |  |
| Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities |   |                   |                    |                    |                  |                  |  |
| `,  | MYTHIC SAVING THROWS  |                   | 7                  |                    | _                |                  |  |
| Poziom On a successful saving throw against a non-mythic  |   |                   |                    |                    |                  |                  |  |
| effect, suffer no effects.  |   |                   | 8                  |                    | _                |                  |  |
| Saving throws against mythic effects are unaffected.  SIŁA WOLI   |   |                   |                    |                    |                  |                  |  |
|   | n Spend one use of mythic power to reroll any d20, or   |                   |                    |                    |                  |                  |  |
| 6   | force a foe to reroll, even after the result is revealed.   |                   | 9                  |                    |                  |                  |  |
| NIEPOWSTRZYMANY .   |   |                   |                    |                    |                  |                  |  |
|   | Spend one use of mythic power to end any one of:  |                   | 10                 |                    | _                |                  |  |
|   | Bleed Blind Confused Cowering Dazed Dazzled   |                   |                    |                    |                  |                  |  |
| Pozior 8  | O Deafened • Entangled • Exhasted • Fascinated • Fatigued • Frightened  |                   |                    |                    | _                |                  |  |
| 0   | <ul><li>Fascinated</li><li>Fatigued</li><li>Frightened</li><li>Nauseated</li><li>Panicked</li><li>Paralysed</li></ul> |                   |                    |                    |                  |                  |  |
|   | Shaken     Sickened     Staggered     Stunned   |                   |                    |                    |                  |                  |  |
| ``  | NIEŚMIERTELNY *   |                   |                    |                    |                  |                  |  |
|   | If you are killed return to life 24 hours later, regardless of  |                   |                    |                    |                  |                  |  |
|   | n 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.   |   |                   | Pozior<br><b>1</b> | n                  | _                |                  |  |
| Pozior <b>10</b>  | n Can only be permanently killed by a coup-de-grace or<br>critical hit with an artefact.                              |                   |                    |                    |                  |                  |  |
| 7   | LEGENDARY HERO  |                   | 3                  |                    |                  |                  |  |
| Pozior  | n<br>Regain one use of mythic power per hour.   | ATS               |                    |                    |                  |                  |  |
| 10  |   | MYTHIC FEATS      | E                  |                    |                  |                  |  |
| *   | SUPREME TRICKSTER   | THIC              | 5                  |                    |                  |                  |  |
| Pozion  | Whenever you attack a non-mythic enemy, they are treated as flat-flooted, even if they have abilities to prevent it.  |                   |                    |                    |                  |                  |  |
| 10  | 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                  |                    | _                |                  |  |