

# HIEROPHANT

Mythic  
Tier

## DURO DE MATAR

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 hp

Bonus hit points  
per tier

## SURGE

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

- 1 ☐ d6  
4 ☐ d8  
7 ☐ d10  
10 ☐ d12

## ABILITY SCORE

Nível Bonus to ability scores

- 2 ☐ +2  
4 ☐ +2  
6 ☐ +2  
8 ☐ +2  
10 ☐ +2

FOR INT  
DES SAB  
CON CAR

## AMAZING INITIATIVE

INICIATIVA  
BÔNUS

Mythic  
Tier

Nível  
2

=

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

## RECUPERAÇÃO

Nível Recover all hit points with 8 hours rest

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

## MYTHIC SAVING THROWS

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

- 5 Saving throws against mythic effects are unaffected.

## FORCE OF WILL

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

## IMPARÁVEL

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

- Nível  
8
  - Bleed
  - Cowering
  - Deafened
  - Facinar
  - Nauseated
  - Shaken
  - Stunned
  - Blind
  - Pasmado
  - Entangled
  - Fatigued
  - Panicked
  - Sickened
  - Confused
  - Dazzled
  - Exhausted
  - Frightened
  - Paralysed
  - Staggered

## IMORTAL

Nível 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.

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

## LEGENDARY HERO

Nível Regain one use of mythic power per hour.

## DIVINE VESSEL

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

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

- 10 Ganha de redução de dano 10/épico.

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

## DIVINE SURGE

## MYTHIC POWER

POWER  
PER DAY

Mythic  
Tier

Extra

$$\boxed{\phantom{000}} = 3 + (\phantom{00} \times 2) + \phantom{000}$$

Uses Today 

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## PATH ABILITIES

Nível

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

7 \_\_\_\_\_

8 \_\_\_\_\_

9 \_\_\_\_\_

10 \_\_\_\_\_

PATH ABILITIES

Nível

1 \_\_\_\_\_

3 \_\_\_\_\_

5 \_\_\_\_\_

7 \_\_\_\_\_

9 \_\_\_\_\_

MYTHIC FEATS