HIEROPHANT

	Mythic Tier	1	-	-	-	-	-	-
DE	MATAR							

DURO

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 p		+	4	hp	р
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Bonus hit points er tier

SURGE

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

- **1** □ d6
- **4** □ d8

ABILITY SCORE

Bonus to Nível ability scores

2 \Box +2

+2

AMAZING INITIATIVE

Mythic INICIATIVA Tier BÔNUS Nível

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

RECUPERAÇÃO

Recover all hit points with 8 hours rest

Nível 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 Nível non-mythic effect, suffer no effects.

5 Saving throws against mythic effects are unaffected.

DIVINE SURGE 1 MYTHIC POWER Mythic Uses **POWER** PER DAY Tier Today $\times 2)+$ = 3 + (**PATH ABILITIES** Nível 1 2 5

VTS	Nível 1	
MYTHIC FEATS	3	
M	5	