	TRICKSTER Mythic	K		TRICKSTER ATTACK	
When below 0hp, always stabilise without needing to make a					
consti	tution check (though bleed damage still counts).	-			
	lie until negative hp equals double your constitution score. Bonus hit points	_			
+ 4	4 hp per tier	`		MYTHIC POWER	*
×	SURGE		WER R DA	r. FXIIa	
Nível 1	Spend one use of mythic power to add to any d20 □ d6			= 3 + (× 2) +	Uses DDD DDD DDD Today
4	□ d8			PATH ABILITIES	Today DD DD DD
7	□ d10		Nível		
10	□ d12		1		
Nível	ABILITY SCORE Bonus to ability scores				
2	□ +2 FOR INT		2		
4	DES SAB				
6 8	□ +2		3		
10	□ +2 CON CAR				
×	AMAZING INITIATIVE				
	INICIATIVA Mythic BÔNUS Tier		4		
Nível	=	S			
2	Spend one use of mythic power to take an additional standard action	PATH ABILITIES	5		
×	RECUPERAÇÃO	THA	6		
Nível	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	PA			
_	MYTHIC SAVING THROWS		7		
Nível 5	On a successful saving throw against a non-mythic effect, suffer no effects.	l	8		
	Saving throws against mythic effects are unaffected.				
Mirral	FORCE OF WILL				
6	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.		9		
×	IMPARÁVEL .				
	Spend one use of mythic power to end any one of:		10		
	BleedBlindConfusedPasmarDazzled				
Nível 8	Deafened Entangled Exhasted Facinar Fatigued Frightened				
	FacinarFatiguedFrightenedNauseatedPanickedParalysed				
	• Shaken • Sickened • Staggered • Stunned				
*	IMORTAL				
Nível 9	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		
Nível 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.		1		
``	LEGENDARY HERO		3		
Nível 10	Regain one use of mythic power per hour.	MYTHIC FEATS			
10	SUPREME TRICKSTER	IC FE	5		
	Whenever you attack a non-mythic enemy, they are treated	YTH			
Nível	as flat-flooted, even if they have abilities to prevent it. Once per round, when you roll a natural 20 on an opposed	M	7		
10	skill check against a mythic enemy, regain one use of mythic power.				
~	mytino power.				
			C)		