

CHAMPION

Tier
Mythique

DUR A TUER

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.

+ 5 pv Bonus hit points per tier

SURGE

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

1 ☐ d6
4 ☐ d8

SCORE DE CARACTERISTIQUE

Bonus to
Grade ability scores

2 ☐ +2
4 ☐ +2

FOR INT
DEX SAG
CON CHA

AMAZING INITIATIVE

INITIATIVE Tier
BONUS Mythique

Grade 2 =

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

RECUPERATION

Récupérez tous vos points de vie après 8h de repos

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

ETS DE SAUVEGARDE MYTHIQUE

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

5 Saving throws against mythic effects are unaffected.

CHAMPION'S STRIKE

POUVOIR MYTHIQUE

POUVOIR PAR JOUR Tier Mythique Extra Utilisation Aujourd'hui
 = 3 + (× 2) + ☐☐☐☐
☐☐☐☐
☐☐☐☐

COMPETENCES DE VOIE

Grade 1

2

3

4

5

Grade 1

3

5

