

TRICKSTER

Mityczny
Poziom

HARD TO KILL

When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).

Nie umierasz, dopóki wartość twoich negatywnych pw nie równa się twojej podwojonej budowie.

+ 4 pw

Bonus hit points
per tier

SURGE

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

- 1 ☐ k6
4 ☐ k8
7 ☐ k10
10 ☐ K12

WARTOŚĆ ATRYBUTU

Poziom Premia do wartości atrybutu

- 2 ☐ +2
4 ☐ +2
6 ☐ +2
8 ☐ +2
10 ☐ +2

S INT
ZR RZT
BD CHA

AMAZING INITIATIVE

INICJATYWA
PREMIA

Mityczny
Poziom

Poziom

2

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

RECUPERATION

Poziom Przywraca wszystkie pw po 8 godzinach odpoczynku

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

MYTHIC SAVING THROWS

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

5 Saving throws against mythic effects are unaffected.

SILA WOLI

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

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NIEPOWSTRZYMANY

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

- Bleed
- Blind
- Confused
- Cowering
- Dazed
- Dazzled
- Deafened
- Entangled
- Exhausted
- Fascinated
- Fatigued
- Frightened
- Nauseated
- Panicked
- Paralysed
- Shaken
- Sickened
- Staggered
- Stunned

NIEŚMIERTELNY

Poziom 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.

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

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LEGENDARY HERO

Poziom Regain one use of mythic power per hour.

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SUPREME TRICKSTER

Whenever you attack a non-mythic enemy, they are treated
as flat-footed, even if they have abilities to prevent it.

Poziom Once per round, when you roll a natural 20 on an opposed
skill check against a mythic enemy, regain one use of
mythic power.

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TRICKSTER ATTACK

MYTHIC POWER

POWER
PER DAY

Mityczny
Poziom

Dodatkowe

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

Użyć ☐☐☐ ☐☐☐ ☐☐☐
Dziś ☐☐☐ ☐☐☐ ☐☐☐

ŚCIEŻKI ZDOLNOŚCI

Poziom

1

2

3

4

5

6

7

8

9

10

ŚCIEŻKI ZDOLNOŚCI

Poziom

1

3

5

7

9

MYTHIC FEATS