| | CHAMPION Mythic Tier | 7 | | CHAMPION'S STRIKE | , | |
|-------------------------|---|----------------|----------------|----------------------------|------------------------------------|--|
| _ | DURO DE MATAR | | | | | |
| | pelow 0hp, always stabilise without needing to make a | - | | | | |
| constit | iution check (though bleed damage still counts). lie until negative hp equals double your constitution score. | - | | | | |
| + 5 hp Bonus hit points | | | MAZELIA DONATA | | | |
| | | PO | WER | MYTHIC POWER Mythic Extra | , | |
| N/ 1 | SURGE * | | R DA | Y Tier | | |
| Nível 1 | Spend one use of mythic power to add to any d20 $\hfill\Box$ d6 | | | =3+(×2)+ | Uses UUU UUU UUU Today DDD DDD DDD | |
| 4 | □ d8 | 7 | | PATH ABILITIES | | |
| 7 | □ d10 | Т | Níve | l | | |
| 10 | □ d12 | | 1 | | | |
| Nível | ABILITY SCORE Bonus to ability scores | | | | | |
| 2 | □ +2 FOR INT | | 2 | | | |
| 4 | DES SAB | | | | | |
| 6 | □ +2 | | 3 | | | |
| 8 10 | □ +2 CON CAR | | | | | |
| × | AMAZING INITIATIVE | | | | | |
| | INICIATIVA Mythic BÔNUS Tier | | 4 | | | |
| Nível 2 | = | IES | E | | | |
| 2 | Spend one use of mythic power to take an additional standard action | PATH ABILITIES | 5 | | | |
| Ĭ. | RECUPERAÇÃO | TH | 6 | | | |
| Nível 3 | 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 | P/ | | | | |
| , | MYTHIC SAVING THROWS | | 7 | | | |
| Nível | On a successful saving throw against a non-mythic effect, suffer no effects. | | | | | |
| 5 | Saving throws against mythic effects are unaffected. | | 8 | | | |
| × | FORCE OF WILL | | | | | |
| Nível 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: • Bleed • Blind • Confused | | 10 | | | |
| Nível | Cowering Pasmar Dazzled Entangled Exhasted | | | | | |
| 8 | • Facinar • Fatigued • Frightened | | | | | |
| | Nauseated • Panicked • Paralysed Shaken • Sickened • Staggered | | | | | |
| ``\ | · Stunned IMORTAL | | | | | |
| | 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. | | Níve | | | |
| Nível 10 | Can only be permanently killed by a coup-de-grace or critical hit with an artefact. | | 1 | | | |
| `` | LEGENDARY HERO | c/n | 3 | | | |
| Nível 10 | Regain one use of mythic power per hour. | MYTHIC FEATS | - | | | |
| × | LEGENDARY CHAMPION | THIC | 5 | | | |
| Nível | When an attack against a non-mythic creature misses, you may reroll once. | MYT | | | | |
| 10 | Once per round, if your roll a natural 20, regain one use of mythic power. | | 7 | | | |
| ~ | or myunic power. | | | | | |
| | | | 9 | | | |