HIEROPHANT

4.4	7	-
Mythic	i	
	1	
Tier	1	

HARD TO KILL

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.

SURGE

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

- **1** □ d6
- **4** □ d8

ABILITY SCORE

	Bonus to
Tier	ability scores
-	_ 12

2 \square +2

4 \Box +2

AMAZING INITIATIVE

Mythic INITIATIVE Tier **BONUS** Tier 2

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

RECUPERATION

Recover all hit points with 8 hours rest

Tier 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 Tier non-mythic effect, suffer no effects.

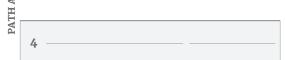
5 Saving throws against mythic effects are unaffected.

×	DIVINE SUF	RGE	
Į.			
<u></u>	NATURALITA DOI	TIED.	=
*	MYTHIC POV	NEK	
POWER PER DAY	Mythic Tier	Extra	Uses Today

PATH ABILITIES

Tier			
1			_

2				



5				
,				

	Tier	
S	1	
AT		

THIC FEAT	3	
MYTE		

5	