	CHAMPION Mystiker Stufe	`		СНАМ	PION'S STRIKE	
N.	HARD TO KILL	L				
	pelow 0hp, always stabilise without needing to make a	-				
	ution check (though bleed damage still counts). lie until negative hp equals double your constitution score.	-				
	Ronus hit noints	7				
+ 5 TP per tier			MYTHIC POWER			
N.	SURGE		WER O TA	Mystiker E G Stufe	Extra	
	Spend one use of mythic power to add to any d20 $\hfill\Box$ W6			=3+(×2)+	Nutzungen 000 000 0000 Heute	
1 4	□ W8			PEAD!	FÄHIGKEITEN	
7	□ W10		Rang	ITAD	TATIONLITEN	
10	□ w12		1			
Rang	ATTRIBUTSWERT Bonus auf Attributswerte					
2	□ +2 ST IN		2			
4	GE WE					
6 8	□ +2		3			
10	□ +2 KO CH					
×	AMAZING INITIATIVE		,			
	INITIATIVE Mystiker RONIIS Stufe	-	4			
Rang	=	ITEN				
2	Count and use of muthic power to take an additional	GKE	5			
	standard action	ÄHI				
	Spend one use of mythic power to take an additional standard action RECUPERATION Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurückten den den den den den den den den den d	ADE	6			
Rang	Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück Spend one use of mythic power to regain half your	k 🖪				
3	maximum hit points and use of any limited daily abilities		7			
X.	MYTHIC SAVING THROWS		-			
Rang	On a successful saving throw against a non-mythic effect, suffer no effects.		_			
5	Rettungswürfe gegen mythische Effekte sind unwirksam.		8			
X.	WILLENSKRAFT					
Rang 6	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.		9			
1	UNAUFHALTSAM *					
	Spend one use of mythic power to end any one of:		10			
	• Bleed • blind • verwirrt					
Rang	Kauerndbenommengeblendettaubverstricktentkräftet					
8	 fasziniert erschöpft verängstigt Übelkeit in Panik gelähmt 					
	• erschüttert • kränkelnd • Staggered					
	· betäubt UNSTERBLICH					
_	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.		Rang 1			
Rang 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.					
10	LEGENDÄRER HELD *		3			
Rang		\TS				
10	Regain one use of mythic power per hour.	MYTHIC FEATS	_			
•	LEGENDARY CHAMPION	THIC	5			
	When an attack against a non-mythic creature misses, you may reroll once.	MY				
10	Once per round, if your roll a natural 20, regain one use of mythic power.		7			
~						
			9			