# **CHAMPION**

Mythic	1	-	-	-	-	-	-	
Tier	1	-	-	-	-	-	-	

#### **DURO DE MATAR**

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.

<b>+ 5</b> pv	F

Bonus hit points per tier

#### SURGE

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

- **1** □ d6
- **4** □ d8

#### **ABILITY SCORE**

Bonus to Nível ability scores

**2**  $\Box$  +2

4 🗆 +2

## AMAZING INITIATIVE

Mythic INICIATIVA Tier BÔNUS Nível 2

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

## RECUPERAÇÃO

Recover all hit points with 8 hours rest

Nível 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 Nível non-mythic effect, suffer no effects.

5 Saving throws against mythic effects are unaffected.

7	CHAMPION'S STRIKE	
	CHAMPION 3 STRIKE	
,		
		=
*	MYTHIC POWER	

POWER	Mythic	Extra	Uses
PER DAY	Tier		Today
	]=3+(×2)+		

### PATH ABILITIES

Nível		
1		

	2	 
LIES		
ILI	2	






Nível	
, 1	

LILLOFEA	3	 
TAT		

5	
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