TRICKSTER Mityczny	×	TRICKSTER ATTACK	*
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	tuoisi nadwaisnai	hudowie	
Ronus hit noints	tvojej podwojoliej	outowie.	
+ 4 pw per tier	ROLLER	MYTHIC POWER	ž.
SURGE	POWER PER DAY	Mityczny Dodatkowe Poziom	
Poziom Spend one use of mythic power to add to any d20	=	3+(× 2)+ Użyć E	
4 □ k8		ŚCIEŻKI ZDOLNOŚCI	
7 □ k10	Poziom		
10 □ K12 WARTOŚĆ ATRYBUTU	1		
Poziom Premia do wartości atrybutu			
2 🗆 +2 S INT	2		
4 □ +2 6 □ +2 ▶ ZR RZT			
8 □ +2	3 —		
10 □ +2 BD CHA			
AMAZING INITIATIVE	4 —		
INICJATYWA Mityczny PREMIA Poziom	-		
Poziom =	NOŚ		
Spend one use of mythic power to take an additional	5 —		
standard action	ZKIZ		
RECUPERATION Poziom Przywraca wszystkie pw po 8 godzinach odpoczynku	SCIEŻKI ZDOLNOŚCI		
Spend one use of mythic power to regain half your	V 1		
maximum nit points and use of any limited daily abilities	7 —		
MYTHIC SAVING THROWS			
Poziom On a successful saving throw against a non-mythic effect, suffer no effects.	8 —		
Saving throws against mythic effects are unaffected.			
SIŁA WOLI			
Poziom Spend one use of mythic power to reroll any d20, or 6 force a foe to reroll, even after the result is revealed.	9 —		
NIEPOWSTRZYMANY			
Spend one use of mythic power to end any one of:	10 —		
 Bleed Blind Confused Dazzled 			
Poziom · Deafened · Entangled · Exhasted			
Fascinated Fatigued Frightened Panicked Paralysed			
ShakenSickenedStunned			
NIEŚMIERTELNY -			
If you are killed return to life 24 hours later, regardless of			
Poziom the condition of your body. You do not regain any limited daily abilities.			
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		
	1		
Poziom Can only be permanently killed by a coup-de-grace or 10 critical hit with an artefact.			
LEGENDARY HERO	3 —		
Poziom 10 Regain one use of mythic power per hour.	ATS		
SUPREME TRICKSTER	원 일 5 ——		
Whenever you attack a non-mythic enemy, they are treated	MYTHIC FEATS		
as flat-flooted, even if they have abilities to prevent it.			
Once per round, when you roll a natural 20 on an opposed skill check against a mythic enemy, regain one use of	7 —		
mythic power.			
	9 —		