	CHAMPION Mystiker Stufe	`		CHAMPION'S STRIKE
N.	HARD TO KILL			
	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 points	_		
+ 5	per tier		GYV.	MYTHIC POWER
N.	SURGE		ACHT O TAG	
Rang 1	Spend one use of mythic power to add to any d20 $\hfill\Box$ W6			= 3 + ( × 2) + Nutzungen
4	□ W8			PFADFÄHIGKEITEN
7	□ W10		Rang	
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	7	4 -	
Rang	=	ITE		
2	Spend one use of mythic power to take an additional	GKE	5 -	
	standard action	FÄHI		
	Spend one use of mythic power to take an additional standard action  RECUPERATION  Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurückten den den use of mythic power to reggin helf vour	[EAD]	6 -	
	Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück Spend one use of mythic power to regain half your	, E		
3	maximum hit points and use of any limited daily abilities		7 -	
Ĭ,	MYTHIC SAVING THROWS			
Rang	On a successful saving throw against a non-mythic effect, suffer no effects.		0	
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 -	
K	UNAUFHALTSAM -			
	Spend one use of mythic power to end any one of:		10 -	
	• Bleed • blind • verwirrt			
Rang	<ul> <li>Kauernd</li> <li>benommen</li> <li>geblendet</li> <li>taub</li> <li>verstrickt</li> <li>entkräftet</li> </ul>		_	
8	<ul> <li>fasziniert</li> <li>erschöpft</li> <li>verängstigt</li> <li>Übelkeit</li> <li>in Panik</li> <li>gelähmt</li> </ul>			
	• 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 _	
Rang 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.			
10	LEGENDÄRER HELD		3 -	
Rang	Regain one use of mythic power per hour.	\TS		
10		MYTHIC FEATS	5 -	
*	LEGENDARY CHAMPION	THIC	· ·	
Rang	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 -	