

HIEROPHANT

Mythic
Tier

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.

+ 4 hp

Bonus hit points
per tier

SURGE

Spend one use of mythic power to add to any d20

1 ☐ d6

4 ☐ d8

ABILITY SCORE

Bonus to
ability scores

2 ☐ +2

4 ☐ +2

FOR

INT

DES

SAB

CON

CAR

AMAZING INITIATIVE

INICIATIVA
BÔNUS

Mythic
Tier

Nível
2 =

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

RECUPERAÇÃO

Recover all hit points with 8 hours rest

Nível
3 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 non-mythic effect, suffer no effects.

Nível
5 Saving throws against mythic effects are unaffected.

DIVINE SURGE

MYTHIC POWER

POWER
PER DAY

Mythic
Tier

Extra

Uses
Today

= 3 + (× 2) + ☐☐☐☐
☐☐☐☐
☐☐☐☐

PATH ABILITIES

Nível
1

2

3

4

5

PATH ABILITIES

Nível
1

3

5

MYTHIC FEATS