# **TRICKSTER**

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>+ 4</b> hp
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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**  $\Box$  +2

Mythic

Tier

### **AMAZING INITIATIVE**

INICIATIVA 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.

×	TRICKSTER ATTACK	,
\		
	MYTHIC POWER	
	A 4 - 11 1	

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

### **PATH ABILITIES**

Nível		
1		

2		
2		

7					
1					
_					
	4				

5			
,			

	Nível		
S	1		

I HIC FEAT	3	
MX		