HIEROPHANT

Мифический Уровень

КРЕПКИЙ ОРЕШЕК

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 — Доп. очки здоровья за уровень

ВСПЛЕСК

Ранг — Spend one use of mythic power to add to any d20

- 1 ☐ d6
- 4 ☐ d8
- 7 ☐ d10
- 10 ☐ d12

ЗНАЧЕНИЕ ХАРАКТЕРИСТИКИ

Ранг — Bonus to ability scores

- 2 ☐ +2
- 4 ☐ +2
- 6 ☐ +2
- 8 ☐ +2
- 10 ☐ +2

СИЛ ____ ИНТ ____
ЛОВ ____ МУД ____
ВЫН ____ ХАР ____

НЕВЕРОЯТНАЯ ИНИЦИАТИВА

ИНИЦИАТИВЫ БОНУС ____ = Мифический Уровень ____

Ранг 2 — Spend one use of mythic power to take an additional standard action

ВОССТАНОВЛЕНИЕ

Ранг 3 — Восстановите всё здоровье за восьмичасовой отдых

Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

МИФИЧЕСКИЙ СПАСБРОСОК

Ранг 5 — On a successful saving throw against a non-mythic effect, suffer no effects.

Saving throws against mythic effects are unaffected.

FORCE OF WILL

Ранг 6 — Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.

НЕУДЕРЖИМЫЙ

Ранг 8 — Spend one use of mythic power to end any one of:

- Bleed
- Cowering
- Deafened
- Fascinated
- Nauseated
- Shaken
- Stunned
- Blind
- Dazed
- Entangled
- Fatigued
- Panicked
- Sickened
- Confused
- Dazzled
- Exhasted
- Frightened
- Paralysed
- Staggered

БЕССМЕРТНЫЙ

Ранг 9 — 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.

This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.

Ранг 10 — Can only be permanently killed by a coup-de-grace or critical hit with an artefact.

ЛЕГЕНДАРНЫЙ ГЕРОЙ

Ранг 10 — Regain one use of mythic power per hour.

DIVINE VESSEL

Ранг 10 — When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take the lower result.

When healed using a spell or effect, you are healed the maximum possible amount.

Gain damage resistance 10/epic

Once a round, when you take more than 20 hp actual damage, regain one use of mythic power.

DIVINE SURGE

МИФИЧЕСКИЕ СИЛЫ

СИЛ В ДЕНЬ ____ = 3 + (Мифический Уровень ____ × 2) + Доп. ____

Исп. Сегодня ☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐

ОСОБЕННОСТИ ПУТИ

Ранг 1 ____

2 ____

3 ____

4 ____

5 ____

6 ____

7 ____

8 ____

9 ____

10 ____

МИФИЧЕСКИЕ ЧЕРТЫ

Ранг 1 ____

3 ____

5 ____

7 ____

9 ____