	TRICKSTER Mythic	H		TRICKSTER ATTACK	
When below 0hp, always stabilise without needing to make a					
constit	ution check (though bleed damage still counts).	-			
Don't d	lie until negative hp equals double your constitution score. Bonus hit points	7			
+ /	per tier	*		MYTHIC POWER	*
``	SURGE		WER R DA	, EXILA	
	Spend one use of mythic power to add to any d20 $\hfill\Box$ d6			= 3 + (× 2) +	Uses
1 4	□ d8			PATH ABILITIES	Today
7	□ d10	-	NI' I		, ,
10	□ d12		Nível 1		
Nívol	ABILITY SCORE Bonus to ability scores				
2	□ +2 FOR INT		2		
4	DES SAB				
6 8	□ +2		3		
10	□ +2 CON CAR		,		
`~	AMAZING INITIATIVE				
	INICIATIVA Mythic BÔNUS Tier		4		
Nível 2	=	IES	_		
2	Spend one use of mythic power to take an additional standard action	PATH ABILITIES	5		
` _	RECUPERAÇÃO	TH.	6		
Nível 3	Recover all hit points with 8 hours rest Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	P/			
``	MYTHIC SAVING THROWS		7		
Nível 5	On a successful saving throw against a non-mythic effect, suffer no effects.		8		
	Saving throws against mythic effects are unaffected.				
Nívol	FORCE OF WILL Spend one use of mythic power to reroll any d20, or				
6	force a foe to reroll, even after the result is revealed.		9		
``	IMPARÁVEL .				
	Spend one use of mythic power to end any one of: • Bleed • Blind • Confused		10		
	BleedBlindConfusedPasmarDazzled				
Nível 8	Deafened Entangled Exhasted Facinar Fatiqued Frightened				
	• Nauseated • Panicked • Paralysed				
	Shaken Sickened Staggered Stunned				
`	IMORTAL				
Nível Q	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.		Nível		
Nível 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.		1		
``	LEGENDARY HERO		3		
Nível 10	Regain one use of mythic power per hour.	EATS			
` .	SUPREME TRICKSTER	MYTHIC FEATS	5		
	Whenever you attack a non-mythic enemy, they are treated as flat-flooted, even if they have abilities to prevent it.	AYTE			
Nível 10	Once per round, when you roll a natural 20 on an opposed	N	7		
-	skill check against a mythic enemy, regain one use of mythic power.				
~			0		