

HIEROPHANT

Mythic  
Tier

HARD TO KILL

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  
Tier 1 d6  
4 d8

ABILITY SCORE

Bonus to ability scores  
Tier 2 +2  
4 +2  
STR INT  
DEX WIS  
CON CHA

AMAZING INITIATIVE

INITIATIVE BONUS Mythic Tier  
Tier 2  
Spend one use of mythic power to take an additional standard action

RECUPERATION

Recover all hit points with 8 hours rest  
Tier 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.  
Tier 5 Saving throws against mythic effects are unaffected.

DIVINE SURGE

MYTHIC POWER

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

PATH ABILITIES

Tier 1  
2  
3  
4  
5

PATH ABILITIES

MYTHIC FEATS  
Tier 1  
3  
5