## **CHAMPION'S STRIKE CHAMPION** Mythic Tier HARD TO KILL When below 0hp, always stabilize without needing to make a constitution check (though bleed damage still counts). Don't die until negative hp equals double your constitution score. Bonus hit points **+ 5** hp per tier SURGE Spend one use of mythic power to add Tier to any d20 **1** □ d6 **4** □ d8

Bonus to Tier ability scores **2**  $\Box$  +2 +2

additional standard action RECUPERATION Recover all hit points with 8 hours rest Tier 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 Tier non-mythic effect, suffer no effects. Saving throws against mythic effects

Tier 2

HARD TO KILL								
pelow Ohp, always stabilize without g to make a constitution check h bleed damage still counts).	MYTHIC POWER							
lie until negative hp equals double onstitution score.		WER R DAY		ythic Tier	Extra	Uses Today		
Bonus hit points per tier			= 3 + (	× 2)+  H ABILITII	76			
SURGE	-		PAI	п Арігіті	23			
Spend one use of mythic power to add to any d20		Tier 1						
□ d8		2						
ABILITY SCORE	IES							
Bonus to STR INT ability scores	PATH ABILITIES	3 —						
□ +2 □ +2 <b>DEX WIS</b>	LH A							
CON CHA	PA	4 —						
AMAZING INITIATIVE								
INITIATIVE Mythic BONUS Tier		5 —						
=								
Spend one use of mythic power to take an additional standard action		_						
RECUPERATION								
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								
IYTHIC SAVING THROWS								
On a successful saving throw against a		т.						
non-mythic effect, suffer no effects.	_	Tier						
Saving throws against mythic effects are unaffected.	C FEATS	_						
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a 	Uses Today		