|                                       | TRICKSTER Mystiker   |              |       | TRICKSTER ATTACK          |
|---------------------------------------|--|--------------|-------|---------------------------|
| 1                                     | HARD TO KILL   |              |       |                           |
| When b                                | pelow Ohp, always stabilise without needing to make a cution check (though bleed damage still counts).   |              |       |                           |
| Don't d                               | lie until negative hp equals double your constitution score.   | Ļ            |       |                           |
| + /                                   | Bonus hit points per tier  |              |       | MYTHIC POWER              |
|                                       | SURGE  |              | ACHT  | Mystiker Extra            |
|                                       | Spend one use of mythic power to add to any d20  | PR           | O TAC | Stufe                     |
| 1                                     | □ W6   |              |       | = 3 + ( × 2 ) + Nutzungen |
| 4                                     | □ W8   | •            |       | PFADFÄHIGKEITEN           |
| 7<br>10                               | □ W10<br>□ w12   |              | Rang  |                           |
| K                                     | ATTRIBUTSWERT  |              | 1     |                           |
| Rang                                  | Bonus auf Attributswerte   |              | _     |                           |
| 2                                     | □ +2 ST IN   |              | 2     |                           |
| 4<br>6                                | □ +2 ► GE WE   |              |       |                           |
| 8                                     | □ +2 KO CH   |              | 3 -   |                           |
| 10                                    | □ +2   |              |       |                           |
| <b>X</b>                              | AMAZING INITIATIVE  INITIATIVE Mystiker Stufe  | -            | 4     |                           |
| Rang<br>2                             | =  | EITEN        | _     |                           |
| _                                     | Stufe  Spend one use of mythic power to take an additional standard action  RECUPERATION  Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurückten acht Stunden acht | HIGK         | 5     |                           |
| N.                                    | RECUPERATION   | ADE/         | 6     |                           |
| Rang                                  | Spend one use of mythic power to regain hair your  | PF/          |       |                           |
| \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ | maximum hit points and use of any limited daily abilities  MYTHIC SAVING THROWS  |              | 7     |                           |
| Rang                                  | On a successful saving throw against a non-mythic effect, suffer no effects.   |              |       |                           |
| 5                                     | Rettungswürfe gegen mythische Effekte sind unwirksam.  |              | 8 -   |                           |
| *                                     | WILLENSKRAFT   |              |       |                           |
| Rang<br>6                             | Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.  |              | 9     |                           |
| *                                     | UNAUFHALTSAM   |              | 10    |                           |
| Rang                                  | Spend one use of mythic power to end any one of:  • Bleed • blind • verwirrt  • Kauernd • benommen • geblendet  • taub • verstrickt • entkräftet   |              | 10 -  |                           |
| 8                                     | • fasziniert • erschöpft • verängstigt   |              | -     |                           |
|                                       | belkeit • in Panik • gelähmt<br>rschüttert • kränkelnd • Staggered<br>etäubt   |              |       |                           |
| 1                                     | UNSTERBLICH  |              |       |                           |
| Rang<br><b>9</b>                      | 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.  | Ĺ            | Rang  |                           |
| Rang<br>10                            | Can only be permanently killed by a coup-de-grace or critical hit with an artefact.  |              | 1     |                           |
| N                                     | LEGENDÄRER HELD  |              | 3 -   |                           |
| Rang                                  | Regain one use of mythic power per hour.   | MYTHIC FEATS |       |                           |
| 10                                    | SUPREME TRICKSTER  |              | 5 -   |                           |
| Rang<br>10                            | Whenever you attack a non-mythic enemy, they are treated   | YTH          |       |                           |
|                                       | as flat-flooted, even if they have abilities to prevent it.  Once per round, when you roll a natural 20 on an opposed skill check against a mythic enemy, regain one use of mythic power.  |              | 7     |                           |
|                                       |  |              |       |                           |
| ~                                     |  |              | 9 -   |                           |