	CHAMPION Mythic Tier			CHAMPION'S STRIKE	
	DURO DE MATAR				
When I	below 0hp, always stabilise without needing to make a tution check (though bleed damage still counts). die until negative hp equals double your constitution score.				
	Bonus hit points	5			
+ :	5 hp per tier	PO	WER	MYTHIC POWER  Mythic	*
``	SURGE		R DA		
Nível 1	Spend one use of mythic power to add to any d20  □ d6			= 3 + ( × 2)+	Uses DDD DDD DDD TOday
4	□ d8			PATH ABILITIES	
7	□ d10		Níve		
10	□ d12		1		
Nível	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	=	<b>LIES</b>	5		
	Spend one use of mythic power to take an additional standard action	PATH ABILITIES			
X.	RECUPERAÇÃO	ATH	6		
Nível <b>3</b>	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	Ы			
``	MYTHIC SAVING THROWS		7		
Nível <b>5</b>	On a successful saving throw against a non-mythic effect, suffer no effects.		8		
	Saving throws against mythic effects are unaffected.  FORCE OF WILL				
	Spend one use of mythic power to reroll any d20, or 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 • Cowering • Pasmar • Dazzled		10		
Nível 8	Deafened • Entangled • Exhasted • Facinar • Fatigued • Frightened • Nauseated • Panicked • Paralysed				
	• Shaken • Sickened • Staggered				
	· Stunned IMORTAL				
	If you are killed return to life 24 hours later, regardless of the condition of your body. You do not regain any limited				
9	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.		Níve		
Nível 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.		1		
10	LEGENDARY HERO		3		
Nível 10	Regain one use of mythic power per hour.	MYTHIC FEATS			
1	LEGENDARY CHAMPION		5		
NIC 1	When an attack against a non-mythic creature misses,	IYTH			
Nível 10	you may reroll once. Once per round, if your roll a natural 20, regain one use of mythic power.	M	7		
~					
			9		