

HIEROPHANT

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.

+ 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		STR	INT
2	<input type="checkbox"/> +2	DEX	WIS
4	<input type="checkbox"/> +2		
		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 + (  × 2 ) +

PATH ABILITIES

Tier 1

2

3

4

5

PATH ABILITIES

Tier 1

3

5

MYTHIC FEATS