CHAMPION

Mythic	ī	
Tier	1	

DURO DE MATAR

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.

I E hn	Bonus hit points per tier
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SURGE

Spend one use of mythic power to add Nível to any d20

- **1** □ d6
- **4** □ d8

ABILITY SCORE

	Bonus	to
Nível	ability	scores

- **2** \Box +2
- 4 🗆 +2

AMAZING INITIATIVE

	INICIATIVA BÔNUS	Mythic Tier
Nível		
2	-	

Spend one use of mythic power to take an additional standard action

RECUPERAÇÃO

Recover all hit points with 8 hours rest

Nivel 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 Nível non-mythic effect, suffer no effects.

5 Saving throws against mythic effects are unaffected.

×	CHAMPION'S STRIKE	
7	MYTHIC POWER	

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

PATH ABILITIES

livel		
1		

TES	2	
BILI	3	

1					
4					
1	/.				
	4				

5	
	-

	Nível		
TS	1		
FEA			

THIC]	3	
M	_	