

MYTHIC

Mythic  
Tier

HARD TO KILL

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.

ABILITY SCORE

Tier	Bonus to ability scores	STR	INT
2	<input type="checkbox"/> +2		
4	<input type="checkbox"/> +2		
6	<input type="checkbox"/> +2		
8	<input type="checkbox"/> +2		
10	<input type="checkbox"/> +2		

SURGE

Tier	Spend one use of mythic power to add to any d20
2	<input type="checkbox"/> d6
4	<input type="checkbox"/> d8
7	<input type="checkbox"/> d10
10	<input type="checkbox"/> d12

AMAZING INITIATIVE

INITIATIVE BONUS	Mythic Tier
Tier 2 <input type="text"/>	=
Spend one use of mythic power to take an additional standard action	

RECUPERATION

Tier	Recover all hit points with 8 hours rest
3	Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

MYTHIC SAVING THROWS

Tier	On a successful saving throw against a non-mythic effect, suffer no effects.
5	Saving throws against mythic effects are unaffected.

FORCE OF WILL

Tier	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.
6	

UNSTOPPABLE

Tier	Spend one use of mythic power to end any one of:
8	<div><div><ul style="list-style-type: none"><li>• Bleed</li><li>• Cowering</li><li>• Deafened</li><li>• Fascinated</li><li>• Nauseated</li><li>• Shaken</li><li>• Stunned</li></ul></div><div><ul style="list-style-type: none"><li>• Blind</li><li>• Dazed</li><li>• Entangled</li><li>• Fatigued</li><li>• Panicked</li><li>• Sickened</li></ul></div><div><ul style="list-style-type: none"><li>• Confused</li><li>• Dazzled</li><li>• Exhausted</li><li>• Frightened</li><li>• Paralysed</li><li>• Staggered</li></ul></div></div>

IMMORTAL

Tier	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.
9	This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.

Tier	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.
10	

LEGENDARY HERO

Tier	Regain one use of mythic power per hour.
10	

MYTHIC PATH

MYTHIC POWER

POWER PER DAY

Mythic Tier

Extra

= 3 + ( × 2) +

Uses Today

PATH ABILITIES

1

2

3

4

5

6

7

8

9

10

11

12

13

14