	TRI	CKST	ER	Mythic	K		_	TRI	ICKSTER ATTACK	_	,
	11(1	HARD T		Tier							
	below 0hp, alw				, -						
consti	tution check (t	hough bleed	damage still o	counts).	-						
	die until negat	ABILITY		constitution score.	1						
Tier	Bonus to abil		SCORE	*	7	MYTHIC POWER					
2	□ +2	,	FOR	INT		WER R DAY	Mythic Tier		Extra		
4	□ +2		DES	SAG			= 3 + (× 2) +		Uses DDD DDD	
6 8	□ +2 □ +2	>					J * (Today	555
10	□ +2		COS	CAR	*	Tier		Р.	ATH ABILITIES		# (
SURGE											
Tier	Spend one us	se of mythic p	oower to add t	o any d20		1					
2 4	□ d6 □ d8					2					
7	□ d10										
10	□ d12										
AMAZING INITIATIVE											
	INITIATIV BONUS	7E Mythio Tier	С								
Tier		=				4					
2	Spend one use of mythic power to take an additional										
	standard action					5					
``		RECUPE	RATION	,	ABILITIES						
Tier	Recover all h			n half vour	PATH AE	6					
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										
5	effect, suffer no effects. Saving throws against mythic effects are unaffected.										
1	FORCE OF WILL										
Tier	er Spend one use of mythic power to reroll any d20, or										
6 force a foe to reroll, even after the result is revealed. UNSTOPPABLE											
*	0					9					
Tier 8	Spend one use of mythic power to end any one of: • Bleed • Blind • Confused										
	• Cowering										
	Stander Stunned Stunned Staggered										
`		IMMO	RTAL	*							
Tior				ater, regardless of egain any limited							
Tier 9	daily abilities		. Tou do not i	egain any minteu							
	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					_						
10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.										
•	L	EGENDA	RY HERO) ,		1					
Tier	Regain one u	se of mythic	power per hou	ır.		2					
10	SII	PREME 1	ΓRICKSΤΙ	FR 1	(<u>S</u>	3					
				ny, they are treated	MYTHIC FEATS						
Tier	as flat-floote	d, even if the	y have enemie	es to preven it.	HC	5					
10				20 on an opposed ain one use of	IYTE						
	mythic power.					7					
					_						
						9					
						フ					