	TRI	CKST	ER [^]	Tier	*			TRICKST	ER ATTACK		*
×		HARD T	O KILL	<u> </u>							
When	below Ohp. alv		without needir	ng to make a	'						
consti	tution check (though bleed	damage still co	ounts).							
Don't	die until negat			onstitution score.							
T.	D	ABILITY	SCORE	*	``			MYTHI	C POWER		*
Tier 2	Bonus to abi ☐ +2	lity scores	STR	INT	POWER		Mythic	Extra			
4	□ +2				PER DAY		Tier	\		Uses	
6	□ +2	>	DEX	WIS		= 3 + (× 2	<i>)</i> +	_	Today	
8	□ +2		CON	СНА	×			PATH A	BILITIES		*
10	□ +2	0777			1						
Tion	Crandonau	SUF		any d20							
Tier 2		se or mytilic p	ower to add to	ally uzo							
4	□ d8				2						
7	□ d10										
10	□ d12				3						
*		44.41.1	NITIATIV	E *							
	INITIATIVE Mythic BONUS Tier										
Tier		=			4						
2	Spend one u	se of mythic n	- oower to take a	n additional							
	standard act				5						
×		RECUPE	RATION	,							
Tier		nit points with		half wave							
3			ower to regain se of any limite	nair your ed daily abilities	6						
×	MYT	HIC SAVI	ING THRO)WS							
Tier			ow against a n	on-mythic	7						
5	effect, suffer		thic effects are	unaffected							
7	Saving tillow	FORCE (unanecteu.	0						
Tier	Spend one u		ower to reroll a		8						
6			after the result								
•	UNSTOPPABLE										
			ower to end ar	-							
		Bleed • Blind • Confused • Cowering • Dazed • Dazzled									
Tier 8	• Deafened	• Entan	gled • Ex	hasted	10						
0	 Fascinated Nauseated 	3		ightened Iralysed							
	 Shaken 	• Sicker		aggered	11						
	• Stunned	IMMO	DTAI		1						
-	If you are kil			ter, regardless of	12						
Tier	the condition	n of your body		gain any limited							
9	daily abilities		wara killad by	a coup-de-grace							
	or critical hit	t by a mythic e	enemy, or an ep	oic weapon.	13						
Tier	Can only be	permanently k	tilled by a coup	-de-grace or	_						
10	critical hit w	ith an artefact	t.		14						
*	I	<u>EGEND</u> A	RY HERO	*							
Tier 10	Regain one u	use of mythic	power per hour		~						
1	SU	PREME 1	TRICKSTE	R .							
				y, they are treated	'						
Tier			y have enemies								

10 Once per round, when you roll a natural 20 on an opposed skill check against a mythic enemy, regain one use of mythic power.