	TRICKSTER Mythic	K		TRICKSTER ATTACK	×
	HARD TO KILL				
When	below Ohp, always stabilise without needing to make a				
	tution check (though bleed damage still counts). die until negative hp equals double your constitution scor	e. —			
1	ABILITY SCORE	Hb			
Tier	Bonus to ability scores	PC	WER	MYTHIC POWER Mythic	*
2	□ +2 ST IN □ +2		R DAY	Tier	
6	□ +2 ► GE WE			= 3 + (× 2) +	Uses DDD DDD DDD Today
8	□ +2 KO CH	-		PATH ABILITIES	×
10	SURGE		Tier		
Tier	Spend one use of mythic power to add to any W%d20	_	1		
2	□ W6		2 _		
4 7	□ W10				
10	□ W%d12		_		
×	AMAZING INITIATIVE INITIATIVE Mythic	-	3 -		
	INITIATIVE Mythic BONUS Tier				
Tier 2	=		4 -		
	Spend one use of mythic power to take an additional standard action	S			
*	RECUPERATION		5 -		
Tier	Recover all hit points with 8 hours rest	ABI			
3	Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	PATH ABILITIES	6 -		
×	MYTHIC SAVING THROWS				
Tier	On a successful saving throw against a non-mythic effect, suffer no effects.		7 -		
5	Saving throws against mythic effects are unaffected.				
-:	FORCE OF WILL	*	8 -		
Tier 6	Spend one use of mythic power to reroll any W%d20W% force a foe to reroll, even after the result is revealed.	or			
×	UNSTOPPABLE	-	9 -		
	Spend one use of mythic power to end any one of: • Bleed • Blind • Confused				
т:	· Cowering · Dazed · Dazzled		10 -		
Tier 8	 Deafened Entangled Fascinated Fatigued Frightened 				
	NauseatedPanickedParalysedShakenSickenedStaggered		_		
	• Stunned				
×	IMMORTAL	*	_		
	If you are killed return to life 24 hours later, regardless of the condition of your body. You do not regain any limited				
9	daily abilities. This does not apply if you were killed by a coup-de-grac	e	_		
	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.		Tier _		
×	LEGENDARY HERO	-	1		
Tier 10	Regain one use of mythic power per hour.		3 -		
70	SUPREME TRICKSTER	LTS VITS			
	Whenever you attack a non-mythic enemy, they are treat as flat-flooted, even if they have enemies to preven it.	MYTHIC FEATS	5 -		
Tier 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.				
			7 -		
~			/		
			9 -		
			フ		