	<b>CHAMPI</b>	ON M	ythic Tier	×		CHAMPION	'S STRIKE		<u>,                                    </u>
	HARD	TO KILL	TICI 1						
consti	below Ohp, always stabilise itution check (though bleed die until negative hp equal-	e without needing d damage still co	g to make a unts).						
חטת		s double your col	nstitution score.						
Tier	ABILIT Bonus to ability scores	1 SCORE		×		MYTHIC	POWER		7
2	□ <b>+</b> 2	STR	INT	POWER PER DAY	Mythic Tier	Extra			
4	□ +2	DEX	WIS		/	2)+		Uses DDD	
6 8	□ +2 <b>▶</b> □ +2				· · · · · · · · · · · · · · · · · · ·		II ITIEC	Today	
10	□ +2	CON	CHA			PATH AB	HEITHES		
×	SU	RGE	*	1					
Tier	Spend one use of mythic	power to add to	any d20						
2 4	□ d6 □ d8			2					
7	□ d10								
10	□ d12			3					
×		INITIATIV	E						
	INITIATIVE Myth BONUS Tier								
Tier	=			4					
2	Spend one use of mythic	power to take an	additional						
	standard action		, 5						
*		ERATION	, i						
Tier	Recover all hit points wit Spend one use of mythic	half your	6						
3	maximum hit points and	d daily abilities							
•	MYTHIC SAV	WS							
Tier	On a successful saving the effect, suffer no effects.	on-mythic	7						
5	Saving throws against m	ythic effects are	unaffected.						
FORCE OF WILL				8					
Tier <b>6</b>	Spend one use of mythic force a foe to reroll, even								
×	UNSTO	9							
	Spend one use of mythic		y one of: nfused						
	<ul><li>Bleed</li><li>Cowering</li><li>Daze</li></ul>		rtused zzled	10					
Tier <b>8</b>	• Deafened • Ental • Fascinated • Fation	5	nasted ghtened						
•	• Nauseated • Pani	cked • Par	alysed						
	<ul><li>Shaken</li><li>Stunned</li></ul>	ened • Sta	ggered	11					
×		ORTAL							
	If you are killed return to	life 24 hours late		12					
Tier <b>9</b>	the condition of your body. You do not regain any limited daily abilities.								
7	This does not apply if you or critical hit by a mythic			13					
			· .	-					
Tier <b>10</b>	Can only be permanently critical hit with an artefac	-de-grace or							
*	LEGENDA	ARY HERO	*	14					
Tier <b>10</b>	Regain one use of mythic		~						
`	LEGENDAR	Y CHAMPIC	ON -						
Tier	When an attack against a	non-mythic crea	ature misses,						

Once per round, if your roll a natural 20, regain one use of mythic power.