	HIEROPHA	NIT M	lythic	7			D	DIVINE SURGE		<u>, </u>
			Tier	Г						
Whon	HARD T below Ohp, always stabilise		a to make a	-						
consti	tution check (though bleed o	damage still co	unts).	-						
Don't	die until negative hp equals		nstitution score.							
Tier	ABILITY Bonus to ability scores	SCORE	MYTHIC POWER ,							
2	□ +2	STR	INT		WER R DAY	Mythic Tier		Extra		
4	□ +2	DEX	MIC	PE	K DA 1		2)+		Uses 🔲 🗆	
6	□ +2 ▶	DEX	WIS			= 3 + (×			Today	
8 10	□ +2 □ +2	CON	CHA	×			P.	ATH ABILITIES		Ĭ.
X	SURGE									
Tier										
2	□ d6				2					
4 7	□ d8 □ d10				4					
10	□ d12									
``	AMAZING INITIATIVE									
	INITIATIVE Mythic BONUS Tier									
Tier 2	=				4					
2	Spend one use of mythic power to take an additional									
	standard action RECUPERATION				5					
Tier	Recover all hit points with	Recover all hit points with 8 hours rest								
3	Spend one use of mythic p maximum hit points and us	se of any limite	PATH	6						
×	MYTHIC SAVING THROWS									
Tier 5	On a successful saving throw against a non-mythic effect, suffer no effects.									
	Saving throws against mythic effects are unaffected.									
T-1	FORCE OF WILL									
Tier 6	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.									
×	UNSTOPPABLE									
Tier 8	Spend one use of mythic power to end any one of: • Bleed • Blind • Confused									
	 Cowering Deafened Entangled Fascinated Nauseated Panicked Dazzled Exhasted Frightened Paralysed 				10					
	Shaken Sickened Staggered Stunned									
X	IMMO	RTAL	*							
		return to life 24 hours later, regardless of								
Tier 9	the condition of your body. You do not regain any limited daily abilities. This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.									
	Can only be permanently k		-de-grace or	l	Tier					
10	LEGENDARY HERO									
Tier 10	Regain one use of mythic բ	power per hour.			3					
10	DIVINE VESSEL									
	When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take				5					
	the lower result. When healed using a spell or effect, you are healed the									
	maximum possible amount. Gain damage resistance 10/epic Once a round, when you take more than 20 hp actual				7					
					-					
	damage, regain one use of		_	0						
					~J					