

# HIEROPHANT

Mityczny  
Poziom

## HARD TO KILL

When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).

Nie umierasz, dopóki wartość twoich negatywnych pw nie równa się twojej podwojonej budowie.

## WARTOŚĆ ATRYBUTU

Poziom Premia do wartości atrybutu

2 ☐ +2

4 ☐ +2

6 ☐ +2

8 ☐ +2

10 ☐ +2

S

INT

ZR

RZT

BD

CHA

## SURGE

Poziom Spend one use of mythic power to add to any d20

2 ☐ k6

4 ☐ k8

7 ☐ k10

10 ☐ K12

## AMAZING INITIATIVE

INICJATYWA  
BONUS

Mityczny  
Poziom

Poziom  =

2

Spend one use of mythic power to take an additional standard action

## RECUPERATION

Poziom Przywraca wszystkie pw po 8 godzinach odpoczynku

3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

## MYTHIC SAVING THROWS

Poziom On a successful saving throw against a non-mythic effect, suffer no effects.

5 Saving throws against mythic effects are unaffected.

## SIŁA WOLI

Poziom Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.

6

## NIEPOWSTRZYMANY

Spend one use of mythic power to end any one of:

- Bleed
- Blind
- Confused
- Cowering
- Dazed
- Dazzled
- Deafened
- Entangled
- Exhausted
- Fascinated
- Fatigued
- Frightened
- Nauseated
- Panicked
- Paralysed
- Shaken
- Sickened
- Staggered
- Stunned

Poziom

8

## IMMORTAL

Poziom If you are killed return to life 24 hours later, regardless of the condition of your body. You do not regain any limited daily abilities.

9

This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.

Poziom Can only be permanently killed by a coup-de-grace or critical hit with an artefact.

10

## LEGENDARY HERO

Poziom Regain one use of mythic power per hour.

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## DIVINE VESSEL

When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take the lower result.

Poziom When healed using a spell or effect, you are healed the maximum possible amount.

10

Gain damage resistance 10/epic

Once a round, when you take more than 20 hp actual damage, regain one use of mythic power.

## DIVINE SURGE

## MYTHIC POWER

POWER  
PER DAY

Mityczny  
Poziom

Dodatkowe

= 3 + (  × 2 ) +

Użyć ☐☐☐ ☐☐☐ ☐☐☐  
Dziś ☐☐☐ ☐☐☐ ☐☐☐

## ŚCIEŻKI ZDOLNOŚCI

Poziom

1

2

3

4

5

6

7

8

9

10

ŚCIEŻKI ZDOLNOŚCI

Poziom

1

3

5

7

9

MYTHIC FEATS