

# TRICKSTER

Mythic  
Tier

## HARD TO KILL

When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).  
Don't die until negative hp equals double your constitution score.

## ABILITY SCORE

Tier Bonus to ability scores

2 ☐ +2

4 ☐ +2

6 ☐ +2

8 ☐ +2

10 ☐ +2

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## SURGE

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

2 ☐ W6

4 ☐ W8

7 ☐ W10

10 ☐ d12

## AMAZING INITIATIVE

INITIATIVE  
BONUS

Mythic  
Tier

Tier  =

2

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

## RECUPERATION

Tier Recover all hit points with 8 hours rest

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

## MYTHIC SAVING THROWS

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

5 Saving throws against mythic effects are unaffected.

## FORCE OF WILL

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

6

## UNSTOPPABLE

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

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

## IMMORTAL

Tier 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.

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

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## LEGENDARY HERO

Tier Regain one use of mythic power per hour.

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## SUPREME TRICKSTER

Whenever you attack a non-mythic enemy, they are treated as flat-footed, even if they have enemies to prevent it.

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.

## TRICKSTER ATTACK

## MYTHIC POWER

POWER  
PER DAY

Mythic  
Tier

Extra

= 3 + (  × 2 ) +

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

## PATH ABILITIES

Tier

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

Tier

1

3

5

7

9

MYTHIC FEATS