	HIEROPHANT	Tier Mítico	*]	DIVINE SURGE		*	
` .	HARD TO KILL								
	bajo de Opg, siempre se estabiliza sin ne	cesitar prueba de Cor	stitu	ción (a	unque el sangrado aún cuenta).				
No mu	ere hasta que los pg negativos igualan e	l doblo do su puntuas	ido de	Conc	titución				
No iliu	ABILITY SCORE	r doble de su pulltuac	T de	COIIS	titucion.				
Tier	Bonus a puntuaciones Características			MYTHIC POWER					
2	□ +2 FUE	INT		WER R DA		Extra			
4	□ +2 DES	SAB			=3+(×2)+		Usos DDD DD		
6	□ +2 DES □ +2	SAD					Hoy Hoy		
10	□ +2 CON	CAR	*		P	ATH ABILITIES		*	
),	SURGE			Tier 1					
Tier	Spend one use of mythic power to add to any d20								
2	□ d6			2					
4	□ d8 □ d10			2					
10	□ d12								
``	AMAZING INITIATIVE								
	BONUS Tier	1103							
Tier	BONUS Mítico		4						
2	=			7					
	Spend one use of mythic power to take an additional standard action								
\	spend one use of mythic power to take an additional standard action RECUPERATION Recobra todos los puntos de golpe con descanso durante 8 ho			5					
Tier	Recobra todos los puntos de golpe con	PATH BBI							
3	Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities PRUEBAS SALVACIÓN MÍTICAS On a successful saving throw against a non-mythic effect, suffer no effects. Saving throws against mythic effects are unaffected. FUERZA DE VOLUNTAD Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.			6					
•									
Tier 5				7					
Tion				8					
Tier 6									
``	UNSTOPPABLE			9					
	Spend one use of mythic power to end any one of:								
	5								
Tier				10					
8	Fascinado • Fatigado • Asustado Mareado • Despavorido • Paralizado Estremecido • Nauseado • Grogui								
	• Aturdido								
*	IMMORTAL								
Tier	si mueres, vuelves a la vida 24 horas más tarde, independiente la condición de tu cuerpo. No recuperas ninguna aptitud diaria								
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		an only be permanently killed by a coup-de-grace or		Ti					
10	ritical hit with an artefact. HÉROE LEGENDARIA			Tier 1					
Tier 10	Regain one use of mythic power per hour			3					
7.	When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take the lower result. The When healed using a spell or effect, you are healed the moving a spell or effect, and the saving a spell or effect, you are healed the moving a spell or effect.								
	When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take			5					
10	the lower result. When healed using a spell or effect, you are healed the								
	maximum possible amount. Gain damage resistance 10/epic			7					
				-					
	Once a round, when you take more than 20 hp actual damage, regain one use of mythic power.								
~				9					