

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

STR

INT

DEX

WIS

CON

CHA

SURGE

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

2 ☐ d6

4 ☐ d8

7 ☐ d10

10 ☐ d12

AMAZING INITIATIVE

INITIATIVE
BONUS

Mythic
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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.

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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.

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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

Tier

8

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.

10

SUPREME TRICKSTER

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

Tier

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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

$$\boxed{} = 3 + (\boxed{} \times 2) + $$

Uses Today

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PATH ABILITIES

Tier

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

Tier

1

3

5

7

9

MYTHIC FEATS