

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

FOR

INT

DES

SAG

COS

CAR

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
Tier

Tier =

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.

INARRESTABLE

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

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

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.

LEGENDARY HERO

Tier Regain one use of mythic power per hour.

SUPREME TRICKSTER

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

- 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

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

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

PATH ABILITIES

Tier

1

2

3

4

5

6

7

8

9

10

Tier

1

3

5

7

9

PATH ABILITIES

MYTHIC FEATS