	CHAMPION	Tier Mítico	CHAMPION'S STRIKE				
	HARD TO KIL						
	bajo de Opg, siempre se estabiliza sir		nstitu	ción (a	nunque el sangrado aún cuenta).		
			1-				
No muere hasta que los pg negativos igualan el doble de su puntuación de Constitución. ABILITY SCORE							
Tier	Bonus a puntuaciones Características			MYTHIC POWER			
2	□ +2 F U	JE INT		WER R DA		Extra	
4 6	□ +2 DH	ES SAB			=3+(×2)+		Usos OOO OOO OOO
8	□ +2					ATH ABILITIES	noy one one
10	□ +2 CO			Tier	•	ATTIADILITILS	
•	SURGE	Ţ(1			
Tier 2	Spend one use of mythic power to a □ d6	dd to any d20					
4	□ d8			2			
7	□ d10						
10	□ d12			3			
`	AMAZING INITIA BONUS Tier	TIVE					
T 1.	BONUS Mítico						
Tier 2	=	=					
	Spend one use of mythic power to to	ake an additional	S)				
,	RECUPERATIO Recobra todos los puntos de golpe o	ON ,	LITI	5			
Tier	Recobra todos los puntos de golpe o	con descanso durante 8 l	10IAS				
3	Spend one use of mythic power to remaximum hit points and use of any	egain half your	PATH	6			
`~	PRUEBAS SALVACIÓN		Ъ				
Tier	On a successful saving throw against a non-mythic						
5	effect, suffer no effects. Saving throws against mythic effects are unaffected.						
``	FUERZA DE VOLUNTAD			8			
Tier	Spend one use of mythic power to reroll any d20, or			Ü			
6	force a foe to reroll, even after the result is revealed.						
`	UNSTOPPABLE Spend one use of mythic power to end any one of:			9			
	• Sangrado • Cegado	Confundido					
Tier	Aterrado Atontado Ensordecido Enmarañado	Deslumbrado Exhausto	ſ	10			
8	• Fascinado • Fatigado	Asustado					
	MareadoEstremecidoNauseado						
	• Aturdido						
*	IMMORTAL	<i>#</i> (
Tier	si mueres, vuelves a la vida 24 horas más tarde, independienten la condición de tu cuerpo. No recuperas ninguna aptitud diaria l						
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			Tier			
10	critical hit with an artefact. HÉROE LEGENDARIA			1			
Tier							
10	Regain one use of mythic power per hour.			3			
•	LEGENDARY CHAMPION When an attack against a non-mythic creature misses, you may reroll once. Once per round, if your roll a natural 20, regain one use of mythic power.						
Tier	When an attack against a non-mythic creature misses, you may reroll once. Once per round, if your roll a natural 20, regain one use of mythic power.			5			
10							
~	, porton		DC	7			
				_			
				0			
				9			