	СНА	MPIO	N '	Mythic			CHAMPION'S STRIKE		
7	01111		KIII—	Tier					
When below 0hp, always stabilise without needing to make a									
constit	ution check (tho	ugh bleed dam	nage still co	ounts).	-				
Don't die until negative hp equals double your constitution score.									
Rang	ATTRIBUTSWERT Bonus auf Attributswerte					MYTHIC POWER			
2	□ +2		ST	IN		WER O TA	r. FXIIA		
4	□ +2		GE	WE			= 2 + (× 2) + Nutzungen		
6 8	□ +2 □ +2	>							
10	□ +2		KO	CH	*		PFADFÄHIGKEITEN		
SURGE ,						Rang 1			
	Spend one use	of mythic powe	er to add to	any d20					
2 4	□ W6					2			
7	□ W10								
10	□ w12								
AMAZING INITIATIVE						3			
	INITIATIVE Mythic BONUS Tier								
Rang		=				4			
2	Spend one use of mythic power to take an additional								
	standard action					5			
×	RECUPERATION								
Rang 3	Spend one use of mythic power to take an additional standard action RECUPERATION Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities					6			
×	MYTHIC SAVING THROWS								
Rang	On a successful saving throw against a non-mythic								
5	effect, suffer no effects.								
``	WILLENSKRAFT								
Rang						8			
6									
*	UNAUFHALTSAM					9			
	Bleed • Bleed	pend one use of mythic power to end any one of: Bleed • blind • verwirrt							
Dana	• Kauernd	benommenverstrickterschöpft	en • ge	eblendet		10			
Rang 8	taubfasziniert			tkräftet rängstigt					
	• Übelkeit	• in Panik • kränkelnd		• gelähmt • Staggered					
	erschüttertbetäubt	aggered							
``	UNSTERBLICH								
Rang	If you are killed return to life 24 hours later, regardless of the condition of your body. You do not regain any limited								
9	daily abilities. This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.								
Rang 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.					Rang			
1	LEC	GENDÄRE	R HELI) ,		1			
Rang	Regain one use of mythic power per hour.								
10					S	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.								
						5			
10									
~	, , , , , ,				MYTHIC FEATS	7			
						Ω			