

# HIEROPHANT

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.

## ATTRIBUTSWERT

Rang Bonus auf Attributswerte

2 ☐ +2

4 ☐ +2

6 ☐ +2

8 ☐ +2

10 ☐ +2

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## SURGE

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

2 ☐ W6

4 ☐ W8

7 ☐ W10

10 ☐ w12

## AMAZING INITIATIVE

INITIATIVE  
BONUS

Mythic  
Tier

Rang  =

Spend one use of mythic power to take an additional standard action

## RECUPERATION

Rang Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück  
3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

## MYTHIC SAVING THROWS

Rang On a successful saving throw against a non-mythic effect, suffer no effects.  
5 Rettungswürfe gegen mythische Effekte sind unwirksam.

## WILLENSKRAFT

Rang Spend one use of mythic power to reroll any d20, or  
6 force a foe to reroll, even after the result is revealed.

## UNAUFHALTSAM

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

- Bleed
- Kauernd
- taub
- fasziniert
- Übelkeit
- erschüttert
- betäubt
- blind
- benommen
- verstrickt
- erschöpft
- in Panik
- kränkelnd
- verwirrt
- geblendet
- entkräftet
- verängstigt
- gelähmt
- Staggered

## UNSTERBLICH

Rang If you are killed return to life 24 hours later, regardless of  
9 the condition of your body. You do not regain any limited 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 Can only be permanently killed by a coup-de-grace or  
10 critical hit with an artefact.

## LEGENDÄRER HELD

Rang Regain one use of mythic power per hour.  
10

## DIVINE VESSEL

When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take the lower result.

Rang When healed using a spell or effect, you are healed the  
10 maximum possible amount.  
Gain damage resistance 10/epic  
Once a round, when you take more than 20 hp actual damage, regain one use of mythic power.

## DIVINE SURGE

## MYTHIC POWER

POWER  
PRO TAG

Mythic  
Tier

Extra

= 3 + (  × 2 ) +

Nutzungen Heute ☐☐☐ ☐☐☐ ☐☐☐

## PFADFÄHIGKEITEN

Rang

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PFADFÄHIGKEITEN

Rang

1

3

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MYTHIC FEATS