	HIEROPHANT Mystiker Stufe	`		DIVINE SURGE
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	HARD TO KILL			
When I	pelow 0hp, always stabilise without needing to make a ution check (though bleed damage still counts).	-		
	lie until negative hp equals double your constitution score.	1		
	SURGE *	7		MYTHIC POWER
Rang 1	Spend one use of mythic power to add to any d20 $\hfill\Box$ W6		CHT O TA	* . FXIIA
4	□ W8	PK	UIA	
7	□ W10			
10	□ w12	*		PFADFÄHIGKEITEN ,
Rang	ATTRIBUTSWERT Bonus auf Attributswerte		Rang	
2	□ +2 ST IN		1	
4	□ +2 GE WE		2	
6 8	□ +2		2	
10	□ +2 KO CH			
×	AMAZING INITIATIVE		3	
	INITIATIVE Mystiker BONUS Stufe			
Rang 2	=		4	
_	Spend one use of mythic power to take an additional standard action RECUPERATION Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurüc Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	EITEN	_	
X.	RECUPERATION	HGK	5	
Rang	Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurüc Spend one use of mythic power to regain half your	[×] ADFÄF	6	
	maximum hit points and use of any limited daily abilities	PE,		
*	MYTHIC SAVING THROWS			
Rang 5	On a successful saving throw against a non-mythic effect, suffer no effects.		7	
	Rettungswürfe gegen mythische Effekte sind unwirksam.		_	
	WILLENSKRAFT Spend one use of mythic power to reroll any d20, or		8	
6	force a foe to reroll, even after the result is revealed.			
X.	UNAUFHALTSAM		9	
	Spend one use of mythic power to end any one of: • Bleed • blind • verwirrt			
Rang	· Kauernd · benommen · geblendet		10	
	 taub verstrickt entkräftet fasziniert erschöpft verängstigt 			
	• Übelkeit • in Panik • gelähmt			
	rschüttert • kränkelnd • Staggered etäubt			
X.	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	
×	LEGENDÄRER HELD		_	
Rang 10	Regain one use of mythic power per hour.		3	
Rang	DIVINE VESSEL	MYTHIC FEATS		
	When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take the lower result.		5	
	When healed using a spell or effect, you are healed the			
10	maximum possible amount. Gain damage resistance 10/epic	I	7	
	Once a round, when you take more than 20 hp actual			
~	damage, regain one use of mythic power.		9	