

# HIEROPHANT

Mythic  
Tier

## DURO DE MATAR

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.

## SURGE

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

- 1 ☐ d6  
4 ☐ d8  
7 ☐ d10  
10 ☐ d12

## ABILITY SCORE

Nível Bonus to ability scores

- 2 ☐ +2  
4 ☐ +2  
6 ☐ +2  
8 ☐ +2  
10 ☐ +2

FOR INT  
DES SAB  
CON CAR

## AMAZING INITIATIVE

INICIATIVA  
BÔNUS

Mythic  
Tier

Nível  =

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

## RECUPERAÇÃO

Nível 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

Nível On a successful saving throw against a non-mythic effect, suffer no effects.

- 5 Saving throws against mythic effects are unaffected.

## FORCE OF WILL

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

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## IMPARÁVEL

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

- Bleed
- Blind
- Confused
- Cowering
- Pasmado
- Dazed
- Deafened
- Entangled
- Exhausted
- Facinar
- Fatigued
- Frightened
- Nauseated
- Panicked
- Paralysed
- Shaken
- Sickened
- Staggered
- Stunned

## IMORTAL

Nível 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.

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This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.

Nível Can only be permanently killed by a coup-de-grace or critical hit with an artefact.

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## LEGENDARY HERO

Nível Regain one use of mythic power per hour.

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## DIVINE VESSEL

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

Nível When healed using a spell or effect, you are healed the maximum possible amount.

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Ganha de redução de dano 10/épico.

Once a round, when you take more than 20 hp actual damage, regain one use of mythic power.

## DIVINE SURGE

## MYTHIC POWER

POWER  
PER DAY

Mythic  
Tier

Extra

$$\boxed{\phantom{000}} = 3 + (\phantom{00} \times 2) + \phantom{000}$$

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

## PATH ABILITIES

Nível

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

Nível

1

3

5

7

9

MYTHIC FEATS