	CHAMPION Mythic Tier	~		CHAMPION'S STRIKE	
_	HARD TO KILL				
When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).					
	lie until negative hp equals double your constitution score.				
Tior	SURGE Spend one use of mythic power to add to any d20	*		MYTHIC POWER	*(
Tier 1	□ d6		WER R DA	i. EXIIA	
4	□ d8			= 3 + (× 2) +	Uses 000 000 000
7	□ d10 □ d12				Today
10	ABILITY SCORE			PATH ABILITIES	*
Tier	Bonus to ability scores		Tier 1		
2	□ +2 STR INT				
4 6	□ +2 □ +2 ▶ DEX WIS		2		
8	□ +2				
10	□ +2 CON CHA				
``	AMAZING INITIATIVE		3		
	INITIATIVE Mythic BONUS Tier	Į			
Tier	=		4		
2	Spend one use of mythic power to take an additional standard action	S			
×	RECUPERATION	LITI	5		
Tier	Recover all hit points with 8 hours rest	ABI			
3	Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	PATH ABILITIES	6		
``	MYTHIC SAVING THROWS				
Tier 5	On a successful saving throw against a non-mythic effect, suffer no effects. Saving throws against mythic effects are unaffected.		7		
``	FORCE OF WILL		8		
	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.	١			
*	UNSTOPPABLE		9		
	Spend one use of mythic power to end any one of:				
Tier	Bleed • Blind • Confused Cowering • Dazed • Dazzled Deafened • Entangled • Exhasted		10		
8	• Fascinated • Fatigued • Frightened	ſ			
	NauseatedPanickedParalysedShakenSickenedStaggered				
	• Stunned	l			
×	IMMORTAL				
Tier 9	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.				
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 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.	l	Tier		
×	LEGENDARY HERO		1		
Tier 10	Regain one use of mythic power per hour.	ATS	3		
``	LEGENDARY CHAMPION .				
T:-	When an attack against a non-mythic creature misses,	EE/	E		
Tier 10	you may reroll once. Once per round, if your roll a natural 20, regain one use	MYTHIC FEATS	5		
_	of mythic power.	MY			
			7		
		Į			
			9		