	TRICKSTER Mythic				TR	RICKSTER ATTACK	×
<b>X</b>	HARD TO KILL						
When	below Ohp, always stabilise without needing to make a	-					
	tution check (though bleed damage still counts). die until negative hp equals double your constitution score.	-					
	SURGE	5					
Tier	Spend one use of mythic power to add to any d20	PO	WER	Mythic	1	MYTHIC POWER	*
1	□ d6 □ d8		R DAY	Tier	,	Extra	
4 7	□ d10			= 3 + (	× 2 ) ·	+	Uses UUU UUU UUU Today DDD DDD DDD
10	□ d12	`			1	PATH ABILITIES	*
T	ABILITY SCORE	1	Tier				
Tier <b>2</b>	Bonus to ability scores  ☐ +2  FOR  INT		1				
4	□ +2 □ L2 □ DES SAB						
6 8	□ +2		2 _			-	
10	□ +2 CON CAR						
×	AMAZING INITIATIVE	, I	3 -				
	INITIATIVE Mythic BONUS Tier						
Tier <b>2</b>	=		4 -				
	Spend one use of mythic power to take an additional standard action	TIES	5 -				
×	RECUPERATION	ABILITIES					
Tier <b>3</b>	Recover all hit points with 8 hours rest  Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	PATH A	6 -				
×	MYTHIC SAVING THROWS	,					
Tier <b>5</b>	On a successful saving throw against a non-mythic effect, suffer no effects.  Saving throws against mythic effects are unaffected.		7 -			_	
×	FORCE OF WILL	, 1	8 -				
	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.						
0	UNSTOPPABLE		0 -			_	
	Spend one use of mythic power to end any one of:	l	9 -				
Tier <b>8</b>	<ul> <li>Bleed</li> <li>Cowering</li> <li>Dazed</li> <li>Dazzled</li> <li>Deafened</li> <li>Entangled</li> <li>Exhasted</li> </ul>		10 -				
	<ul> <li>Fascinated</li> <li>Nauseated</li> <li>Panicked</li> <li>Paralysed</li> <li>Shaken</li> <li>Sickened</li> <li>Staggered</li> </ul>		_			-	
``	· Stunned IMMORTAL	,					
	If you are killed return to life 24 hours later, regardless of the condition of your body. You do not regain any limited	1	_			-	
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.		_				
Tier <b>10</b>	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.	-	Tier				
*	LEGENDARY HERO	1	1				
Tier <b>10</b>	Regain one use of mythic power per hour.		3 -				
×	SUPREME TRICKSTER	MYTHIC FEATS					
Tier <b>10</b>	Whenever you attack a non-mythic enemy, they are treated as flat-flooted, even if they have abilities to prevent it.  Once per round, when you roll a natural 20 on an opposed skill check against a mythic enemy, regain one use of mythic power.		5 -				
			7				
~			7 -				
			0 -				