	HIEROPHANT Mystiker Stufe	`		DIVINE SURGE
N N	State 1			
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.			
Pana	SURGE Spend one use of mythic power to add to any d20	7		MYTHIC POWER
rang 1	□ W6		WER O TA	* . FXIIA
4	□ W8		OIA	= 3 + ( × 2) + Nutzungen
7	□ W10			
10	□ w12  ATTRIBUTSWERT	*		PFADFÄHIGKEITEN .
Rang	Bonus auf Attributswerte		Rang 1	
2	□ +2 ST IN			
4	GE WE		2	
6 8	□ +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	ITEN		
×	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	HGKE	5	
Rang	Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurüc Spend one use of mythic power to regain half your	DFÄF	_	
3	maximum hit points and use of any limited daily abilities	PFA	6	
*	MYTHIC SAVING THROWS  On a successful saving throw against a non-mythic		-	
Rang <b>5</b>	effect, suffer no effects.		7	
	Rettungswürfe gegen mythische Effekte sind unwirksam.			
Rang	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.			
×	UNAUFHALTSAM		9	
	Spend one use of mythic power to end any one of:  • Bleed • blind • verwirrt			
D	• Kauernd • benommen • geblendet		10	
Rang 8	<ul><li>taub</li><li>verstrickt</li><li>entkräftet</li><li>fasziniert</li><li>erschöpft</li><li>verängstigt</li></ul>	1		
	• Übelkeit • in Panik • gelähmt			
	<ul><li>erschüttert</li><li>kränkelnd</li><li>Staggered</li><li>betäubt</li></ul>			
,	UNSTERBLICH			
Rang	you are killed return to life 24 hours later, regardless of econdition 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 <b>10</b>	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.		Rang	
×	LEGENDÄRER HELD		1	
Rang <b>10</b>	Regain one use of mythic power per hour.		3	
X .	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	
Rang	When healed using a spell or effect, you are healed the maximum possible amount.			
10	Gain damage resistance 10/epic		7	
	Once a round, when you take more than 20 hp actual			
~	damage, regain one use of mythic power.		9	