	CHAMPION Mystiker Stufe					CHAMPION'S STRIKE
_	HARD	TO KILL	Stule 1			
When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).						
	lie until negative hp equals					
SURGE *						MYTHIC POWER
Rang 1	Spend one use of mythic	power to add to	any d20		ACHT	EXII d
4	□ W8			PR	O TAC	
7	□ W10			L		-3+\ ×2)+ Heute ===================================
10	□ w12					PFADFÄHIGKEITEN
Rang	ATTRIBU Bonus auf Attributswerte	TSWERT	*		Rang	3
2	□ +2	ST	IN		1	
4	□ +2	GE	WF.			
6	□ +2 ▶	GE	WE		2	
8	□ +2 □ +2	KO	CH			
N.	AMAZING I	INITIATIV	E		3	
	INITIATIVE Mystik					
Rang	BONUS Stufe	:			4	
	=			Z	Ċ	
	Spend one use of mythic patendard action	power to take an	additional	EITE		
X.	RECUPE	RATION	*	IGKI	5	
Rang	Spend one use of mythic power to take an additional standard action RECUPERATION Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities					
3	Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities				6	
MYTHIC SAVING THROWS						
	On a successful saving throw against a non-mythic				7	
Rang 5	effect, suffer no effects.				1	
``	Rettungswürfe gegen mythische Effekte sind unwirksam.					
	WILLENSKRAFT g Spend one use of mythic power to reroll any d20, or				8	
6						
X.	UNAUFHALTSAM *				9	
	Spend one use of mythic power to end any one of:					
					10	
Rang 8	• taub • versti	rickt • ent	kräftet			
	faszinierterschöpftverängsÜbelkeitin Panikgelähm					
	erschüttert • kränkelnd • Staggered					
<u>, </u>	• betäubt	DBI ICH				
	UNSTERBLICH If you are killed return to life 24 hours later, regardless of					
Rang 9	the condition of your body. You do not regain any limited 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					1	·
Rang	LEGENDÄRER HELD					
10	Regain one use of mythic power per hour.				3	
×	LEGENDARY CHAMPION *					
Rang	When an attack against a non-mythic creature misses, you may reroll once.				5	
	Once per round, if your roll a natural 20, regain one use				,	
~	of mythic power.			MYTHIC FEATS		
					7	

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