	TRICKSTER Mythic	`		TRICKSTER ATTACK	, (
	Ther :	Г			
When	HARD TO KILL below Ohp, always stabilise without needing to make a	-			
consti	tution check (though bleed damage still counts).	-			
Don't	die until negative hp equals double your constitution score. SURGE	7			
Tier	Spend one use of mythic power to add to any d20	PO		MYTHIC POWER	,
1	□ d6		WER R DA		
4 7	□ d8 □ d10			=3+(×2)+	Uses OOO OOO OOO
10	□ d12	`		PATH ABILITIES	
``	ABILITY SCORE		Tier		
Tier 2	Bonus to ability scores +2 STR INT		1		
4	□ +2	Į			
6 8	DEX WIS		2		
10	□ +2 CON CHA				
×	AMAZING INITIATIVE		3		
	INITIATIVE Mythic BONUS Tier				
Tier 2	=		4		
	Spend one use of mythic power to take an additional standard action	IES	5		
``	RECUPERATION	BILIT			
Tier 3	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 ABILITIES	6		
*	MYTHIC SAVING THROWS				
Tier	On a successful saving throw against a non-mythic effect, suffer no effects.		7		
5	Saving throws against mythic effects are unaffected.	Į			
\	FORCE OF WILL		8		
6	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.				
×	UNSTOPPABLE		9		
	Spend one use of mythic power to end any one of: • Bleed • Blind • Confused				
Tier	• Cowering • Dazed • Dazzled		10		
8	DeafenedEntangledFascinatedFatiguedFrightened	1			
	NauseatedPanickedParalysedShakenSickenedStaggered				
	• 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	,			
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 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.		Tier 1		
Tier	LEGENDARY HERO	MYTHIC FEATS			
10	Regain one use of mythic power per hour.		3		
``	SUPREME TRICKSTER				
Tier	Whenever you attack a non-mythic enemy, they are treated as flat-flooted, even if they have abilities to prevent it.		5		
10	Once per round, when you roll a natural 20 on an opposed skill check against a mythic enemy, regain one use of	IYTH			
_	mythic power.	N	7		
			0		