	CHAMPION Mystiker Stufe	7		CHAMPION'S STRIKE
X	HARD TO KILL			
	pelow 0hp, always stabilise without needing to make a	-		
constit	tution check (though bleed damage still counts).	-		
	lie until negative hp equals double your constitution score.			
×	SURGE	7		MYTHIC POWER
Rang 1	Spend one use of mythic power to add to any d20 $\hfill \Box$ W6		WER	R Mystiker Extra
4	□ W8	PR	O TA	
7	□ W10			= 3 + (× 2) + Nutzungen
10	□ w12	~		PFADFÄHIGKEITEN
X.	ATTRIBUTSWERT		Rang	
Rang 2	Bonus auf Attributswerte +2 ST IN		1	
4	□ +2 ·······			
6	□ +2 ▶ GE WE		2	
8	□ +2 KO CH			
10	□ +2		3	
`	AMAZING INITIATIVE INITIATIVE Mystiker			
	BONUS Stufe			
Rang 2	=		4	
_	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	TEN		
	standard action	KEI	5	
×	RECUPERATION F	HIG		
Rang	Spend one use of mythic power to regain half your	DEÄ	6	
3	maximum hit points and use of any limited daily abilities	PEA	O	
N.	MYTHIC SAVING THROWS			
Rang	On a successful saving throw against a non-mythic effect, suffer no effects.		7	
5	Rettungswürfe gegen mythische Effekte sind unwirksam.			
X.	WILLENSKRAFT		8	
	Spend one use of mythic power to reroll any d20, or			
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			
Dana	• Kauernd • benommen • geblendet		10	
Rang 8	 taub verstrickt entkräftet fasziniert erschöpft verängstigt 			
	• Übelkeit • in Panik • gelähmt			
	erschüttertkränkelndStaggeredbetäubt			
N.	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	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.		Rang	
N	LEGENDÄRER HELD		1	
Rang				
10	Regain one use of mythic power per hour.		3	
N.	LEGENDARY CHAMPION	MYTHIC FEATS		
Rang	When an attack against a non-mythic creature misses, you may reroll once.	CFE	5	
10	Once per round, if your roll a natural 20, regain one use	THI		
~	of mythic power.	M		
			7	
			9	