

CHAMPION

Mythic
Tier

HARD TO KILL

When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).
Don't die until negative hp equals double your constitution score.

SURGE

- Nível Spend one use of mythic power to add to any d20
- 1 ☐ d6
- 4 ☐ d8
- 7 ☐ d10
- 10 ☐ d12

ABILITY SCORE

- Nível Bonus to ability scores
- | | | |
|--------------------------------|-----|-----|
| 2 <input type="checkbox"/> +2 | FOR | INT |
| 4 <input type="checkbox"/> +2 | DES | SAB |
| 6 <input type="checkbox"/> +2 | CON | CAR |
| 8 <input type="checkbox"/> +2 | | |
| 10 <input type="checkbox"/> +2 | | |

AMAZING INITIATIVE

- INITIATIVE BONUS
- Nível =
- 2

Spend one use of mythic power to take an additional standard action

RECUPERATION

- Nível Recover all hit points with 8 hours rest
- 3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

MYTHIC SAVING THROWS

- Nível On a successful saving throw against a non-mythic effect, suffer no effects.
- 5 Saving throws against mythic effects are unaffected.

FORCE OF WILL

- Nível Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.
- 6

UNSTOPPABLE

- Spend one use of mythic power to end any one of:
- | | | |
|--------------|-------------|--------------|
| • Bleed | • Blind | • Confused |
| • Cowering | • Dazed | • Dazzled |
| • Deafened | • Entangled | • Exhausted |
| • Fascinated | • Fatigued | • Frightened |
| • Nauseated | • Panicked | • Paralysed |
| • Shaken | • Sickened | • Staggered |
| • Stunned | | |
- Nível
- 8

IMMORTAL

- Nível If you are killed return to life 24 hours later, regardless of the condition of your body. You do not regain any limited daily abilities.
- 9 This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.

- Nível Can only be permanently killed by a coup-de-grace or critical hit with an artefact.
- 10

LEGENDARY HERO

- Nível Regain one use of mythic power per hour.
- 10

LEGENDARY CHAMPION

- Nível When an attack against a non-mythic creature misses, you may reroll once.
- 10 Once per round, if your roll a natural 20, regain one use of mythic power.

CHAMPION'S STRIKE

MYTHIC POWER

POWER PER DAY

= 3 + (× 2) +

Mythic Tier Extra

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

PATH ABILITIES

Nível

1

2

3

4

5

6

7

8

9

10

MYTHIC FEATS

1

3

5

7

9