	HIEROPHANT Mythic			DIVINE SURGE
	HARD TO KILL			
When b	pelow 0hp, always stabilise without needing to make a	ľ		
	ution check (though bleed damage still counts). lie until negative hp equals double your constitution score.	[
\ \	SURGE	5		
Rang	Spend one use of mythic power to add to any d20	MA	CHT	MYTHIC POWER Mythic Futes
1	□ W6 □ W8		R DA	Y Tier Extra
7	□ W10			= 3 + (× 2) + Nutzungen Heute
10	□ w12	7		PFADFÄHIGKEITEN
	ATTRIBUTSWERT		Rang	
Rang 2	Bonus auf Attributswerte □ +2 ST IN		1	
4	□ +2		_	
6 8	□ +2		2	
10	□ +2 KO CH			
X	AMAZING INITIATIVE		3	
	INITIATIVE Mythic BONUS Tier			
Rang	BONUS		4	
2	Spend one use of mythic power to take an additional	TEN		
×	RECUPERATION	HGKE	5	
Rang 3	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	FADFÄF	6	
\ \ \	MYTHIC SAVING THROWS	Ь		
Rang 5	On a successful saving throw against a non-mythic effect, suffer no effects. Rettungswürfe gegen mythische Effekte sind unwirksam.		7	
1	WILLENSKRAFT		Q	
Rang	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.		_	
	UNAUFHALTSAM *	1	9	
	Spend one use of mythic power to end any one of: • Bleed • blind • verwirrt			
D	• Kauernd • benommen • geblendet		10	
Rang 8	 taub verstrickt entkräftet fasziniert erschöpft verängstigt 			
	• Übelkeit • in Panik • gelähmt			
	• erschüttert • kränkelnd • Staggered • betäubt			
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	UNSTERBLICH			
	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.			
Rang 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.		Rang	
10	LEGENDÄRER HELD	EATS	1	
Rang 10	Regain one use of mythic power per hour.		3	
	DIVINE VESSEL			
	When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take the lower result.	MYTHIC FEATS	5	
Rang 10	When healed using a spell or effect, you are healed the maximum possible amount.	MY		
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	