	GUARDIAN Мифический Уровень	*		GUARDIAN'S CALL
_	крепкий орешек			
	pelow 0hp, always stabilise without needing to make a	-		
consti	tution check (though bleed damage still counts).	-		
	lie until negative hp equals double your constitution score. Доп. очки здоровья	7		
+ !	5 hp за уровень	1		мифические силы
`	всплеск	ВЛ	Л ЦЕНЬ	Мифический Доп. Уровень
Ранг	Spend one use of mythic power to add to any d20		,	-2+(×2)+ Ncn. 000 000
1	□ d6 □ d8			
7	□ d10	*		особенности пути
10	□ d12		Ранг 1	·
``	ЗНАЧЕНИЕ ХАРАКТЕРИСТИКИ			
Ранг	Bonus to ability scores		2	
2	□ +2		2	
6	□ +2 → ЛОВ МУД			
8	□ +2 BbiH XAP		3	
10	□ +2 ·······			
*	НЕВЕРОЯТНАЯ ИНИЦИАТИВА		4	
	БОНУС Уровень	УТИ		
Ранг 2	=	П П		
4	Spend one use of mythic power to take an additional standard action	особенности пути	5	
\	восстановление	OPE	6	
Ранг 3	Восстановите всё здоровье за восьмичасовой отдых Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	00		
	мифический спасбросок		7	
	On a successful saving throw against a non-mythic			
Ранг 5	effect, suffer no effects.		8	
_	Saving throws against mythic effects are unaffected.			
Dour	FORCE OF WILL Spend one use of mythic power to reroll any d20, or		_	
6	force a foe to reroll, even after the result is revealed.		9	
``	неудержимый 🗾			
	Spend one use of mythic power to end any one of:		10	
	Bleed Blind Confused Dazzled Dazzled			
Ранг	• Deafened • Entangled • Exhasted			
8	 Fascinated Nauseated Panicked Paralysed 			
	• Shaken • Sickened • Staggered			
	• Stunned БЕССМЕРТНЫЙ			
	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.		Ранг	
Ранг	Can only be permanently killed by a coup-de-grace or		1	
10	critical hit with an artefact.	I		
Dour	ЛЕГЕНДАРНЫЙ ГЕРОЙ	PTI	3	
Ранг 10	Regain one use of mythic power per hour.	МИФИЧЕСКИЕ ЧЕРТЫ		
``	TRUE DEFENDER	СКИ	5	
Paur	Damage from attacks by non-mythic enemies is halved. This is applied after all other reductions.	ИЧЕ		
10	Once a round, when an enemy makes a successful critical	ΦИΙ	7	
_	hit, regain one use of mythic power.	2		
			_	
			9	