

## GUARDIAN

Mythic  
Tier

## DURO DE MATAR

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.

+ 5 pv

Bonus hit points  
per tier

## SURGE

**Nível** Spend one use of mythic power to add to any d20

**1** ☐ d6

4 □ d8

## ABILITY SCORE

Nível	Bonus to ability scores
1	+1
2	+2
3	+3
4	+4
5	+5
6	+6
7	+7
8	+8
9	+9
10	+10
11	+11
12	+12
13	+13
14	+14
15	+15
16	+16
17	+17
18	+18
19	+19
20	+20

$$2 \square + 2$$
 $4 \square + 2$ 

FOR INT

DES SAB

CON CAR

## AMAZING INITIATIVE

**INICIATIVA  
BÔNUS**

Mythic  
Tier

Nível 2  =

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

## RECUPERAÇÃO

Recover all hit points with 8 hours rest

**Nível 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.

## GUARDIAN'S CALL

## MYTHIC POWER

POWER  
PER DAY

Mythic  
Tier

Extra

Uses  
Today

$$\boxed{\phantom{00}} = 3 + (\phantom{00} \times 2) +$$

## PATH ABILITIES

Nível 1

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

---

---

---

Nível 1

3 \_\_\_\_\_

5 \_\_\_\_\_