# **GUARDIAN**

Mythic	1 -	-	-	-	-	-	-
Tier	i						

### 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.

	_	l	Во
+	5	np	pe

onus hit points r tier

### SURGE

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

- **1** □ d6
- **4** □ d8

### **ABILITY SCORE**

	Bonus	to
Nível	ability	scores

- **2**  $\Box$  +2
- □ +2

# AMAZING INITIATIVE

Mythic INICIATIVA Tier BÔNUS Nível 2

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

## RECUPERAÇÃO

Recover all hit points with 8 hours rest

Nível Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

### MYTHIC SAVING THROWS 🖟

On a successful saving throw against a Nível non-mythic effect, suffer no effects.

5 Saving throws against mythic effects are unaffected.

×	GUARDIAN'S CALL	,
I		
Į.		
	MYTHIC POWER	=

POWER	Mythic	Extra	Uses
PER DAY	Tier		Today
	= 3 + ( × 2) +		

# PATH ABILITIES

Nível		
1		

IES	2	
ABILI	3	

/.			
-			

5	

	Nível	
LS	1	
EA		

THICFE	3	
M		