	GUARDIAN Mythic Tier	~		GUARDIAN'S CALL	*
X	HARD TO KILL				
consti	below 0hp, always stabilise without needing to make a tution check (though bleed damage still counts). die until negative hp equals double your constitution score.	-			
	Bonus hit points	5		MANIPALIA DOMIND	
		PO	WER	MYTHIC POWER Mythic Extra	,
Tier	SURGE Spend one use of mythic power to add to any d20		R DAY	Tier \	Uses
1	□ d6			= 3 + (× 2) +	Today
4 7	□ d8 □ d10	`		PATH ABILITIES	ž.
10	□ d12		Tier 1		
*	ABILITY SCORE				
Tier 2	Bonus to ability scores □ +2 STR INT		2 .		
4	□ +2 □ L2 □ DEX WIS	,			
6 8	□ +2		3 -		
10	CON CHA				
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	AMAZING INITIATIVE INITIATIVE Mythic BONUS Tier		4		
Tier 2	Spend one use of mythic power to take an additional	LITIES	5		
	standard action RECUPERATION	PATH ABILITIES			
Tier 3	Recover all hit points with 8 hours rest Spend one use of mythic power to regain half your		6 -		
,	maximum hit points and use of any limited daily abilities MYTHIC SAVING THROWS		7		
Tier 5	On a successful saving throw against a non-mythic effect, suffer no effects.		8 -		
	Saving throws against mythic effects are unaffected.				
Tier	FORCE OF WILL Spend one use of mythic power to reroll any d20, or		0		
6	force a foe to reroll, even after the result is revealed.		9		
*	UNSTOPPABLE	,	10 -		
Tier 8	Spend one use of mythic power to end any one of: Bleed		-		
``	· Stunned IMMORTAL				
	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. This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.		Tier		
Tier	Can only be permanently killed by a coup-de-grace or		1		
10	critical hit with an artefact.		2		
Tier	LEGENDARY HERO	LS	3		
10	Regain one use of mythic power per hour.	MYTHIC FEATS	-		
*	TRUE DEFENDER Damage from attacks by non-mythic enemies is halved.	LHIC	5		
Tier 10	This is applied after all other reductions. Once a round, when an enemy makes a successful critical	MY	7		
	hit, regain one use of mythic power.				
~					