	GUARDIAN Mythic Tier	~		GUARDIAN'S CALL	*
``	DURO DE MATAR	_			
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				
+ !	per tier	`		MYTHIC POWER	*(
×	SURGE *		DER R DL	Mythic Extra Tier	
Nível 1	Spend one use of mythic power to add to any d20 $\hfill\Box$ d6			= 3 + (× 2) +	Usos DDD DDD DDD Hoje DDD DDD DDD
4	□ d8	K		PATH ABILITIES	, (
7 10	□ d10 □ d12	Т	Nível		
10	PONTOS DE HABILIDADE		1		
Nível	Bônus às pontuações de habilidades				
2	□ +2 FOR INT □ +2		2		
6	DES SAB				
8	□ +2		3		
10	INICIATIVA INCRÍVEL				
	INICIATIVA Mythic BÔNUS Tier		4		
Nível 2	=	IES	_		
_	Spend one use of mythic power to take an additional standard action	PATH ABILITIES	5		
×	RECUPERAÇÃO -	TH /	6		
Nível 3	Recupere todos os pontos de vida com 8 horas de descanso Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	PA			
×	MYTHIC SAVING THROWS		7		
Nível	On a successful saving throw against a non-mythic effect, suffer no effects.				
5	Saving throws against mythic effects are unaffected.		8		
×	FORÇA DE VONTADE				
Nível 6	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.		9		
	IMPARÁVEL				
	Spend one use of mythic power to end any one of: • Sangrar • Cego • Confuso		10		
Nível	• Cowering • Pasmar • Pasmo				
8	• Surdo • Entangled • Exausto • Facinar • Fadigado • Aterrorizado				
	Nauseado Em Pânico Paralizado Abalado Enjoado Staggered				
	• Atordoado				
``	IMORTAL				
	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.		Nível		
Nível	Can only be permanently killed by a coup-de-grace or		1		
10	critical hit with an artefact. HERÓI LENDÁRIO		3		
Nível	Regain one use of mythic power per hour.	TS			
10		MYTHIC FEATS	5		
*	TRUE DEFENDER Damage from attacks by non-mythic enemies is halved.	THIC)		
	This is applied after all other reductions.	MY			
10	Once a round, when an enemy makes a successful critical hit, regain one use of mythic power.		7		
~					
			9		