	GUARDIAN Мифический Уровень	,	i	GUARDIAN'S CALL
		Г	Т	
КРЕПКИЙ ОРЕШЕК When below 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	_		
+ !	я уровень за уровень	•		мифические силы
×	всплеск 🗾	СИ В Д	Л (ЕНЬ	Мифический Доп. Уровень
Ранг 1	Spend one use of mythic power to add to any d20 \Box d6			= 3 + (× 2) + Исп Сегодня
4	□ d8			ОСОБЕННОСТИ ПУТИ
7	□ d10		Ранг	
10	□ d12		1	
Ранг	ЗНАЧЕНИЕ ХАРАКТЕРИСТИКИ • Вonus to ability scores	Į		
2	□ +2 СИЛ ИНТ		2	
4	□ +2 □ +2 ЛОВ МУД	ſ		
8	□ +2		3	
10	BBIH XAP			
``	жичений кантаонан на вайчает на		4	
	ИНИЦИАТИМИ ФИЧЕСКИЙ БОНУС Уровень	УТИ	_	
Ранг 2	=	ГИП	_	
24	Spend one use of mythic power to take an additional standard action	осовенности пути	5	
``	восстановление	COE	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	õ		
``	мифический спасбросок		7	
Ранг	On a successful saving throw against a non-mythic	Į		
5	effect, suffer no effects. Saving throws against mythic effects are unaffected.		8	
<u> </u>	FORCE OF WILL	ſ		
	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.		9	
6	неудержимый			
	Spend one use of mythic power to end any one of:		10	
	• Bleed • Blind • Confused	,		
Ранг	Cowering Dazed Dazzled Entangled Exhasted			
8	• Fascinated • Fatigued • Frightened • 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 daily abilities.			
9	This does not apply if you were killed by a coup-de-grace	l		
	or critical hit by a mythic enemy, or an epic weapon.		Ранг 1	
Ранг 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.	ſ		
	легендарный герой	ľbI	3	
Ранг	Regain one use of mythic power per hour.	YEPTEI		
10	TRUE DEFENDER	KME	5	
	Damage from attacks by non-mythic enemies is halved.	YECL	_	
Ранг 10	This is applied after all other reductions.	МИФИЧЕСКИЕ	_	
	Once a round, when an enemy makes a successful critical hit, regain one use of mythic power.	MI	7	
		l		
			9	