	CITADDIANT Mythic	M		GUARDIAN'S CALL	-
GUARDIAN Tier				GUMDINI O CALL	
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		5		MYTHIC POWER	
SURGE			OWER	Mythic Extra	•
Nível	Spend one use of mythic power to add to any d20	PE	ER DA	AY Tier	Uses
1 4	□ d6 □ d8			= 3 + (× 2) +	Today OOO OOO
7	□ d10	*		PATH ABILITIES	*
10	□ d12		Níve 1	I	
Nível	ABILITY SCORE Bonus to ability scores				
2	□ +2 FOR INT		2		
4 6	□ +2 □ +2 DES SAB				
8	□ +2 CON CAR		3		
10	AMAZING INITIATIVE				
	INICIATIVA Mythic Tier	PATH ABILITIES	4		
Nível 2	=		5		
	Spend one use of mythic power to take an additional standard action				
``	RECUPERAÇÃO		6		
Nível 3	Recover all hit points with 8 hours rest Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities		-		
``	MYTHIC SAVING THROWS		7		
Nível	On a successful saving throw against a non-mythic effect, suffer no effects.		0		
5	Saving throws against mythic effects are unaffected.		8		
Nivol	FORCE OF WILL Spend one use of mythic power to reroll any d20, or		_		
6	force a foe to reroll, even after the result is revealed.		9		
*	IMPARÁVEL		10		
	Spend one use of mythic power to end any one of: • Bleed • Blind • Confused		10		
Nível 8	Cowering Pasmar Dazzled Entangled Exhasted				
	• Facinar • Fatigued • Frightened				
	NauseatedPanickedParalysedShakenSickenedStaggered				
	· Stunned IMORTAL				
	If you are killed return to life 24 hours later, regardless of				
Nível 9	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.		Níve	I	
	Can only be permanently killed by a coup-de-grace or		1		
10	critical hit with an artefact. LEGENDARY HERO	MYTHIC FEATS	3		
Nível					
10	Regain one use of mythic power per hour. TRUE DEFENDER		5		
*	Damage from attacks by non-mythic enemies is halved.	THIC			
Nível 10	This is applied after all other reductions. Once a round, when an enemy makes a successful critical	MY			
	Unce a round, when an enemy makes a successful critical hit, regain one use of mythic power.		7		