GUARDIAN

Mityczny Poziom

HARD TO KILL

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 pw — Bonus hit points per tier

SURGE

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

Poziom		
1	☐	k6
4	☐	k8

WARTOŚĆ ATRYBUTU

Poziom		Bonus to ability scores
2	☐	+2
4	☐	+2

S	INT
ZR	RZT
BD	CHA

AMAZING INITIATIVE

INICJATYWA / PREMIA = Mityczny Poziom

Poziom 2

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

RECUPERATION

Przywraca wszystkie pw po 8 godzinach odpoczynku

Poziom 3 — Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

MYTHIC SAVING THROWS

Poziom 5 — On a successful saving throw against a non-mythic effect, suffer no effects. Saving throws against mythic effects are unaffected.

GUARDIAN'S CALL

MYTHIC POWER

POWER PER DAY = 3 + (Mityczny Poziom × 2) + Dodatkowe

Użyć Dziś

ŚCIEŻKI ZDOLNOŚCI

ŚCIEŻKI ZDOLNOŚCI

Poziom 1

2

3

4

5

MYTHIC FEATS

Poziom 1

3

5