

# GUARDIAN

Mythic  
Tier

## HARD TO KILL

When below 0hp, always stabilize without needing to make a constitution check (though bleed damage still counts).

Don't die until negative hp equals double your constitution score.

+ 5 hp

Bonus hit points  
per tier

## SURGE

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

1 ☐ d6

4 ☐ d8

## ABILITY SCORE

Bonus to  
Tier ability scores

2 ☐ +2

4 ☐ +2

STR

INT

DEX

WIS

CON

CHA

## AMAZING INITIATIVE

INITIATIVE  
BONUS

Mythic  
Tier

Tier  
2

=

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

## RECUPERATION

Recover all hit points with 8 hours rest

Tier  
3

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

## MYTHIC SAVING THROWS

On a successful saving throw against a  
non-mythic effect, suffer no effects.

Tier

5 Saving throws against mythic effects  
are unaffected.

## GUARDIAN'S CALL

## MYTHIC POWER

POWER  
PER DAY

Mythic  
Tier

Extra

Uses  
Today

= 3 + (

× 2) +

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## PATH ABILITIES

Tier

1

2

3

4

5

PATH ABILITIES

5

5

5

5

5

5

5

5

MYTHIC FEATS

5