	СТГА В В ГА В Т Мифический	H		GUARDIAN'S CALL
GUARDIAN Уровень				GOMEDIAN B CALL
КРЕПКИЙ ОРЕШЕК 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 ПЗ Доп. очки здоровья за уровень				мифические силы
	всплеск	СИ		Мифический Лоп
	Spend one use of mythic power to add to any d20	ВД	(EHE	-2+(×2)+ Ncn. 000 000
1	□ d6 □ d8			ОСОБЕННОСТИ ПУТИ
7	□ d10		Ранг	
10	□ d12 ЗНАЧЕНИЕ ХАРАКТЕРИСТИКИ •		1	
	Bonus to ability scores		_	
2 4	□ +2 C UЛ UHT □ +2		2	
6	□ +2 → ЛОВ МУД		2	
8 10	□ +2 BЫH XAP □ +2		3	
×	невероятная инициатива		4	
	ИНИЦИАТИВИ Уровень	IVTI	4	
Ранг 2	=	ТИП	5	
	Spend one use of mythic power to take an additional standard action	ОСОБЕННОСТИ ПУТИ		
×	восстановление	OBE	6	
Ранг	Восстановите всё здоровье за восьмичасовой отдых Spend one use of mythic power to regain half your	00		
3	maximum hit points and use of any limited daily abilities		7	
•	МИФИЧЕСКИЙ СПАСБРОСОК On a successful saving throw against a non-mythic			
Ранг 5	effect, suffer no effects. Saving throws against mythic effects are unaffected.		8	
× -	FORCE OF WILL			
Ранг 6	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.		9	
	неудержимый			
	Spend one use of mythic power to end any one of:		10	
	BleedBlindConfusedDazzledDazzled			
Ранг 8	 Deafened Fascinated Fatigued Frightened 			
	NauseatedPanickedParalysedShakenSickenedStaggered			
	• Stunned			
`	БЕССМЕРТНЫЙ If you are killed return to life 24 hours later, regardless of			
Ранг 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.		Ранг	
Ранг	Can only be permanently killed by a coup-de-grace or		1	
10	critical hit with an artefact. ЛЕГЕНДАРНЫЙ ГЕРОЙ	PI	2	
Ранг	Regain one use of mythic power per hour.	YEPTЫ	3	
10	TRUE DEFENDER	(ME C	5	
	Damage from attacks by non-mythic enemies is halved.	MECI		
Ранг 10	This is applied after all other reductions. Once a round, when an enemy makes a successful critical	МИФИЧЕСКИЕ	7	
_	hit, regain one use of mythic power.	M	1	
			9	