

# GUARDIAN

Mythic  
Tier

## DURO DE MATAR

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 hp

Bonus hit points  
per tier

## SURGE

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

- 1 ☐ d6  
4 ☐ d8  
7 ☐ d10  
10 ☐ d12

## ABILITY SCORE

Nível Bonus to ability scores

- 2 ☐ +2  
4 ☐ +2  
6 ☐ +2  
8 ☐ +2  
10 ☐ +2

FOR INT  
DES SAB  
CON CAR

## AMAZING INITIATIVE

INICIATIVA  
BÔNUS

Mythic  
Tier

Nível  =

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

## RECUPERAÇÃO

Nível Recover all hit points with 8 hours rest

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

## MYTHIC SAVING THROWS

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

- 5 Saving throws against mythic effects are unaffected.

## FORCE OF WILL

Nível Spend one use of mythic power to reroll any d20, or  
force a foe to reroll, even after the result is revealed.

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## IMPARÁVEL

Spend one use of mythic power to end any one of:

- Bleed
- Cowering
- Deafened
- Facinar
- Nauseated
- Shaken
- Stunned
- Blind
- Pasmal
- Entangled
- Fatigued
- Panicked
- Sickened
- Confused
- Dazzled
- Exhausted
- Frightened
- Paralysed
- Staggered

Nível

8

## IMORTAL

Nível 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  
or critical hit by a mythic enemy, or an epic weapon.

Nível Can only be permanently killed by a coup-de-grace or  
critical hit with an artefact.

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## LEGENDARY HERO

Nível Regain one use of mythic power per hour.

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## TRUE DEFENDER

Nível Damage from attacks by non-mythic enemies is halved.  
This is applied after all other reductions.

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Once a round, when an enemy makes a successful critical  
hit, regain one use of mythic power.

## GUARDIAN'S CALL

## MYTHIC POWER

POWER  
PER DAY

Mythic  
Tier

Extra

$$\boxed{\phantom{000}} = 3 + (\phantom{000} \times 2) + \phantom{000}$$

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

## PATH ABILITIES

Nível

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

MYTHIC FEATS

Nível

1

3

5

7

9