| GUARDIAN Mityczny Poziom | × | GUARDIAN'S CALL |
|--|---------------------|-------------------------------------|
| HARD TO KILL | | |
| When below Ohp, always stabilise without needing to make a | | |
| constitution check (though bleed damage still counts). Nie umierasz, dopóki wartość twoich negatywnych pw nie równa się | twoiei nodwo | ojonej hudowie |
| Bonus hit points | t ojej podine | |
| + 5 pw per tier | POWER | MYTHIC POWER |
| SURGE | POWER PER DAY | Mityczny Dodatkowe Z Poziom |
| Poziom Spend one use of mythic power to add to any d20 1 □ k6 | | = 3 + (× 2) + Użyć 000 000 000 000 |
| 4 □ k8 | | ŚCIEŻKI ZDOLNOŚCI |
| 7 □ k10 | Poziom | |
| 10 □ K12 WARTOŚĆ ATRYBUTU | 1 | |
| Poziom Premia do wartości atrybutu | | |
| 2 □ +2 S INT | 2 - | |
| 4 □ +2 6 □ +2 ▶ ZR RZT | | |
| 8 🗆 +2 | 3 - | |
| 10 = +2 BD CHA | | |
| AMAZING INITIATIVE | , | |
| INICJATYWA Mityczny PREMIA Poziom | 4 - | |
| Poziom = | NOŚ | |
| Spend one use of mythic power to take an additional | 700 | |
| standard action | KI Z | |
| RECUPERATION | ŚCIEŻKI ZDOŁNOŚCI | |
| Poziom Przywraca wszystkie pw po 8 godzinach odpoczynku Spend one use of mythic power to regain half your | Š | |
| maximum hit points and use of any limited daily abilities | 7 - | |
| MYTHIC SAVING THROWS | | |
| Poziom On a successful saving throw against a non-mythic effect, suffer no effects. | 0 | |
| Saving throws against mythic effects are unaffected. | 8 - | |
| SIŁA WOLI | | |
| Poziom Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed. | 9 - | |
| NIEPOWSTRZYMANY | | |
| Spend one use of mythic power to end any one of: | 10 - | |
| • Bleed • Blind • Confused | | |
| • Cowering • Dazed • Dazzled Poziom • Deafened • Entangled • Exhasted | _ | |
| 8 • Fascinated • Fatigued • Frightened • Nauseated • Panicked • Paralysed | | |
| • Shaken • Sickened • Staggered | | |
| • Stunned NIEŚMIERTELNY | _ | |
| If you are killed return to life 24 hours later, regardless of | | |
| Poziom the condition of your body. You do not regain any limited | _ | |
| 9 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. | Poziom_ 1 | <u> </u> |
| Poziom Can only be permanently killed by a coup-de-grace or 10 critical hit with an artefact. | | |
| LEGENDARY HERO | 3 - | |
| Poziom | | |
| 10 Regain one use of mythic power per hour. | MYTHIC FEATS | |
| TRUE DEFENDER | SHIC | |
| Damage from attacks by non-mythic enemies is halved. Poziom This is applied after all other reductions. | [XW] | |
| Once a round, when an enemy makes a successful critical hit, regain one use of mythic power. | 7 - | |
| , | | |
| | 9 - | |