# **GUARDIAN**

Mythic	1	-	-	-	-	-	-	
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.

<b>+ 5</b> pv	E p

Bonus hit points per tier

#### SURGE

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

- **1** □ d6
- **4** □ d8

#### **ABILITY SCORE**

	Bonus	to
Nível	ability	scores

- **2**  $\Box$  +2
- □ +2

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### AMAZING INITIATIVE

Mythic INICIATIVA Tier BÔNUS Nível 2

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

# RECUPERAÇÃO

Recover all hit points with 8 hours rest

Nível 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 Nível non-mythic effect, suffer no effects.

5 Saving throws against mythic effects are unaffected.

MYTHIC POWER	
POWER Mythic Extra U	lses
$= 3 + ( \times 2 ) +                                $	

#### PATH ABILITIES

ível		
1		

TIES	2	
ABILIT	3	

rh AE	3		
PA	/.		
	4		

	Nível	
TS	1	
FEA		

3	 

