## **GUARDIAN'S GUARDIAN** Tier Mythique **DUR A TUER** When below 0hp, always stabilise without needing to make a constitution check POUVOIR MYTI (though bleed damage still counts). Tier **POUVOIR** Don't die until negative hp equals double **PAR JOUR** Mythique your constitution score. Bonus hit points + **5** pv per tier COMPETENCES **SURGE** Grade Spend one use of mythic power to add 1 Grade to any d20 **1** □ d6 **4** □ d8 DE VOIE 2 SCORE DE CARACTERISTIOUE Bonus to COMPETENCES Grade ability scores 3 **2** $\Box$ +2 □ +2 -----AMAZING INITIATIVE Tier INITIATIVE 5 Mythique BONUS Grade 2 Spend one use of mythic power to take an additional standard action RECUPERATION Récupérez tous vos points de vie après 8h de repos Grade Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities ETS DE SAUVEGARDE MYTHIQUE On a successful saving throw against a Grade Grade non-mythic effect, suffer no effects. DONS MYTHIQUES 1 5 Saving throws against mythic effects are unaffected. 3

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