	GUARDIAN Mystiker	•		GUARDIAN'S CALL	<u> </u>	
``	State 1	Г				
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 TP Bonus hit points per tier			MYTHIC POWER			
	SURGE		WER	Mystiker Extra		
	Spend one use of mythic power to add to any d20	PR	ОТА	Stufe	ngen 000 000 000	
1	□ W6			= 3 + ( × 2) + Nutzu	leute	
4	□ W8	K		PFADFÄHIGKEITEN	*	
7	□ W10 □ w12	Т	Rang			
10	ATTRIBUTSWERT		1			
Rang	Bonus auf Attributswerte					
2	□ +2 ST IN		2			
4	GE WE					
6	L +Z		3			
8 10	□ +2 KO CH		)			
10	AMAZING INITIATIVE					
	INITIATIVE Mystiker		4			
Dana	BONUS Stufe	EN				
Rang 2	=	ŒIT	5			
	Stufe  Spend one use of mythic power to take an additional standard action  RECUPERATION  Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurückten achter aus der Stunden ausruhen zurückten aus der Stunden aus der	ÄHIGK				
``	RECUPERATION	ADF	6			
Rang	Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurüch	PF				
3	Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities					
``	MYTHIC SAVING THROWS		7			
Rang	On a successful saving throw against a non-mythic effect, suffer no effects.		0			
5	Rettungswürfe gegen mythische Effekte sind unwirksam.		8			
``	WILLENSKRAFT					
Rang <b>6</b>	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.		9			
``	UNAUFHALTSAM •					
	Spend one use of mythic power to end any one of:		10			
	• Bleed • blind • verwirrt • Kauernd • benommen • geblendet					
Rang	• taub • verstrickt • entkräftet					
8	<ul> <li>fasziniert</li> <li>erschöpft</li> <li>verängstigt</li> <li>Übelkeit</li> <li>in Panik</li> <li>gelähmt</li> </ul>					
	• erschüttert • kränkelnd • Staggered					
	• betäubt					
*	UNSTERBLICH					
Rang	If you are killed return to life 24 hours later, regardless of 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.	_	Rang			
Dana			1			
10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.					
×	LEGENDÄRER HELD		3			
Rang	Regain one use of mythic power per hour.	ATS				
10	TRUE DEFENDER	MYTHIC FEATS	5			
	Damage from attacks by non-mythic enemies is halved.	THI				
	This is applied after all other reductions.	MY				
10	Once a round, when an enemy makes a successful critical hit, regain one use of mythic power.		7			
~	77.11.1					
			Q			