

GUARDIAN

Mythic
Tier

HARD TO KILL

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.

ABILITY SCORE

Tier Bonus to ability scores

2 ☐ +2

4 ☐ +2

6 ☐ +2

8 ☐ +2

10 ☐ +2

ST

IN

GE

WE

KO

CH

SURGE

Tier Spend one use of mythic power to add to any W%d20

2 ☐ W6

4 ☐ W8

7 ☐ W10

10 ☐ W%d12

AMAZING INITIATIVE

INITIATIVE
BONUS

Mythic
Tier

Tier =

2

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

RECUPERATION

Tier 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

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

5 Saving throws against mythic effects are unaffected.

FORCE OF WILL

Tier Spend one use of mythic power to reroll any W%d20W%, or force a foe to reroll, even after the result is revealed.

6

UNSTOPPABLE

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

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

IMMORTAL

Tier 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.

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

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LEGENDARY HERO

Tier Regain one use of mythic power per hour.

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TRUE DEFENDER

Tier 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

= 3 + (× 2) +

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

PATH ABILITIES

Tier

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

Tier

1

3

5

7

9

MYTHIC FEATS