	GUARDI	ΔN	Mythic	K			GU	JARDIAN'S CAL	L		
HARD TO KILL											
	below Ohp, always stabilis			-							
constit	tution check (though blee	d damage still	counts).	-							
Don't die until negative hp equals double your constitution score. ATTRIBUTSWERT											
	Bonus auf Attributswerte					MYTHIC POWER POWER Mythic Fisher					
2	□ +2 □ +2	ST	IN		O TA	· .	;	Extra			
4 6	□ +2 ▶	GE	WE			= 3 + (× 2)+		Nutzungen 000 000 000 Heute 000 000 000		
8	□ + 2	KO	CH	`			- P.	ATH ABILITIES			
10	10 🗆 +2										
SURGE Rang Spend one use of mythic power to add to any d20					1						
2	□ W6	power to add	to any uzo								
4	□ W8				2						
7 10	□ W10 □ w12										
K	AMAZING	INITIAT	IVE	,	3						
	INITIATIVE Mythic										
Rang	BONUS Ite	ı			4						
2											
	Spend one use of mythic power to take an additional standard action				5						
×	standard action RECUPERATION Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück										
Rang	Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück Spend one use of mythic power to regain half your										
3	Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities										
*	MYTHIC SAV	ING THE	ROWS	1							
Rang	On a successful saving throw against a non-mythic effect, suffer no effects.										
5	Saving throws against mythic effects are unaffected.										
×	FORCE OF WILL										
Rang 6	g Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.										
K	UNSTOPPABLE										
Rang 8	Spend one use of mythic power to end any one of:				9						
			verwirrt geblendet		10						
	• taub • vers		gebiendet entkräftet		10						
	fasziniertÜbelkeitin Parameter		verängstigt gelähmt								
	erschüttert • kränkelnd • Staggered										
``	• betäubt	ORTAL	<i>y</i> 1	,							
	If you are killed return to life 24 hours later, regardless of										
Rang 9	the condition of your boodaily abilities.	dy. You do not	regain any limited								
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.										
Rang 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact. LEGENDÄRER HELD										
×											
Rang	Regain one use of mythic	c power per ho	rer per hour.								
10	TRUE DEFENDER				3						
	Damage from attacks by non-mythic enemies is halved. This is applied after all other reductions. Once a round, when an enemy makes a successful critical hit, regain one use of mythic power.										
					5						
				MYTHIC FEATS	7						
					Q						