GUARDIAN Mityczny Poziom		GUARDIAN'S CALL
HARD TO KILL	.1	
When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).	•	
Nie umierasz, dopóki wartość twoich negatywnych pw nie równa s	ię tryojej podwojonej k	budowie.
WARTOŚĆ ATRYBUTU		MYTHIC POWER
Poziom Premia do wartości atrybutu 2 □ +2 S INT	POWER	Mityczny
4 🗆 +2	PER DAY	Poziom Użyć DDD DDD
6 □ +2 > ZR RZT	=	3*(× 2) * Dziś
8 □ +2 10 □ +2 BD CHA	×	ŚCIEŻKI ZDOLNOŚCI
SURGE	Poziom	
Poziom Spend one use of mythic power to add to any d20	1	
2 □ k6 4 □ k8	2	
7 □ k10		
10 □ K12		
AMAZING INITIATIVE	3 —	
INICJATYWA Mityczny BONUS Poziom		
Poziom =	4 ——	
Spend one use of mythic power to take an additional	SCIEŻKI ZDOLNOŚCI	
standard action	5 —	
RECUPERATION /	dzi	
Proziom Przywraca wszystkie pw po 8 godzinach odpoczynku Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	— 9 EŻK	
maximum fit points and use of any infilted daily abilities	\$C]	
MYTHIC SAVING THROWS		
On a successful saving throw against a non-mythic effect, suffer no effects.	7 —	
Saving throws against mythic effects are unaffected.		
SIŁA WOLI	8 —	
Poziom Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.		
NIEPOWSTRZYMANY	9 —	
Spend one use of mythic power to end any one of:		
 Bleed Blind Confused Dazzled 	10 ——	
Poziom • Deafened • Entangled • Exhasted		
Fascinated Fatigued Frightened Panicked Paralysed		
 Shaken Sickened Staggered 		
IMMORTAL		
If you are killed return to life 24 hours later, regardless of		
Poziom the condition of your body. You do not regain any limited 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.		
Poziom Can only be permanently killed by a coup-de-grace or 10 critical hit with an artefact.	Poziom	
LEGENDARY HERO	1	
Poziom 10 Regain one use of mythic power per hour.	3 —	
TRUE DEFENDER	_	
Damage from attacks by non-mythic enemies is halved.	MYTHIC FEATS 2	
Poziom This is applied after all other reductions. 10 Once a round, when an enemy makes a successful critical	5 ——	
hit, regain one use of mythic power.	LAWI	
	7 —	
	9 —	