GUARDIAN Mityczny Poziom	*	GUARDIAN'S CALL	*
HARD TO KILL			
When below Ohp, always stabilise without needing to make a			
constitution check (though bleed damage still counts). Nie umierasz, dopóki wartość twoich negatywnych pw nie równa się	t vojej podwojone	ej budowie.	
SURGE	_	MYTHIC POWER	
Poziom Spend one use of mythic power to add to any d20 1 □ k6	POWER	Mityczny Dodatkowe	
1	PER DAY	Poziom	
7 □ k10		= 3 + (× 2) + Dzis = = = = = = = = = = = = = = = = = = =	
10 □ K12 WARTOŚĆ ATRYBUTU	7	ŚCIEŻKI ZDOLNOŚCI	ř
Poziom Premia do wartości atrybutu	Poziom 1		
2	_		
4 □ +2 6 □ +2 ▶ ZR RZT	2		
8 □ +2 BD CHA			
10 🗆 +2	3		
* AMAZING INITIATIVE INICJATYWA Mityczny			
BONUS Poziom	4 —		
2	-		
Spend one use of mythic power to take an additional standard action	SCIEŻKI ZDOLNOŚCI		
RECUPERATION	100Z		
Poziom Przywraca wszystkie pw po 8 godzinach odpoczynku Spend one use of mythic power to regain half your	EŻKI		
maximum hit points and use of any limited daily abilities	SCIE 6		
MYTHIC SAVING THROWS			
Poziom On a successful saving throw against a non-mythic effect, suffer no effects.	7 —		
Saving throws against mythic effects are unaffected.			
SIŁA WOLI Poziom Spend one use of mythic power to reroll any d20, or	8 —		
6 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			
• Cowering • Dazed • Dazzled • Doziom • Deafened • Entangled • Exhasted	10 —		
8 • Fascinated • Entangled • Exhasted • Frightened			
 Nauseated Panicked Paralysed Shaken Sickened Staggered 			
• Stunned			
NIEŚMIERTELNY			
If you are killed return to life 24 hours later, regardless of Poziom 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.			
Poziom Can only be permanently killed by a coup-de-grace or 10 critical hit with an artefact.	Poziom		
LEGENDARY HERO	1		
Poziom Regain one use of mythic power per hour.			
TRUE DEFENDER	3 —		
Damage from attacks by non-mythic enemies is halved.	MYTHIC FEATS		
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.	LAW		
	7 —		
	9 —		