	CITADDIANI Mythic	T W	_	GUARDIAN'S CALL	
	GUARDIAN Tier			GUARDIAN SCALL	<i>,</i>
consti	DURO DE MATAR below 0hp, always stabilise without needing to make a tution check (though bleed damage still counts). die until negative hp equals double your constitution score.	4 -			
1	SURGE	15			
Nível 1 4 7 10	Spend one use of mythic power to add to any d20 d6 d8 d10 d12	PC	OWER ER DAY	MYTHIC POWER Mythic Tier Extra 2 + (× 2) + PATH ABILITIES	Uses OOO OOO OOO
×	ABILITY SCORE	1	Nível		
Nível 2 4	Bonus to ability scores +2 FOR INT +2		1		
6	□ +2		2		
10	<u>+2</u>		3 -		
*	AMAZING INITIATIVE INICIATIVA Mythic BÔNUS Tier				
Nível 2	Spend one use of mythic power to take an additional		4 -		
`*	standard action	ABILITIES	5 -		
Nível	Recover all hit points with 8 hours rest Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	PATH AB	6 -		
×	MYTHIC SAVING THROWS				
Nível 5	On a successful saving throw against a non-mythic effect, suffer no effects. Saving throws against mythic effects are unaffected.		7		
*	FORCE OF WILL	1	8 -		
Nível 6	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.				
F.		1	9 -		
	Spend one use of mythic power to end any one of:				
Nível 8	• Bleed • Blind • Confused • Cowering • Pasmar • Dazzled • Deafened • Entangled • Exhasted • Facinar • Fatigued • Frightened • Nauseated • Panicked • Paralysed • Shaken • Sickened • Staggered • Stunned		10 -		
×	IMORTAL	1			
Nível 9	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.				
	This does not apply if you were killed by a coup-de-grace or critical hit by a mythic enemy, or an epic weapon.	_	-		
Nível 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact. LEGENDARY HERO		Nível _		
Nível					
10	Regain one use of mythic power per hour.	■ S	3 -		
*	TRUE DEFENDER Damage from attacks by non-mythic enemies is halved.	MYTHIC FEATS			
Nível 10	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		
~		M	7 -		
			9 -		