	GUARDIAN Mystiker Stufe				GUARDIAN'S CALL							
	HARD TO KI		L									
When below Ohp, always stabilise without needing to make a												
	ution check (though bleed damage lie until negative hp equals double											
×	SURGE	,	5									
Rang		pend one use of mythic power to add to any d20			MYTHIC POWER  POWER Mystiker Extra							
1 4	□ W6			O TAG	Stufe	\	Extra	N. I				
7	□ W10				=3+( ×	2)+		Nutzungen Heute				
10	□ w12		``			PF.	ADFÄHIGKEITEN	I		*		
Rang	ATTRIBUTSW Bonus auf Attributswerte	ERT •		Rang								
2	□ <b>+</b> 2	ST IN		1								
4 6	□ +2 □ +2 <b>▶</b>	GE WE		2								
8	□ +2	KO CH										
10	□ +2			2								
*	AMAZING INITIATIVE  NITIATIVE Mystiker			3 -								
	BONUS Stufe			_								
Rang 2	=		5	4 -								
	Spend one use of mythic power to standard action	take an additional	ITEN									
×	RECUPERATI	ION	IGKE	5 -								
Rang	Spend one use of mythic power to take an additional standard action  RECUPERATION  Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities											
3				6 -								
×	MYTHIC SAVING THROWS											
Rang	On a successful saving throw against a non-mythic effect, suffer no effects. Rettungswürfe gegen mythische Effekte sind unwirksam.			7								
5												
×	WILLENSKRAFT  g Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.											
``	UNAUFHALTSAM .											
	Spend one use of mythic power to end any one of:											
Rang <b>8</b>	<ul><li>Bleed</li><li>Kauernd</li><li>benommen</li></ul>	uernd • benommen • geblendet ub • verstrickt • entkräftet		10 -								
	• Übelkeit • in Panik	• gelähmt		_								
	<ul><li>erschüttert</li><li>betäubt</li></ul>	• Staggered										
Ĭ	UNSTERBLICH											
Rang	If you are killed return to life 24 hours later, regardless of 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.											
				-								
	G Can only be permanently killed by a coup-de-grace or critical hit with an artefact.  LEGENDÄRER HELD			Rang								
10				1								
Rang												
10	Regain one use of mythic power per hour.			3 -								
*	TRUE DEFENDER  Damage from attacks by non-mythic enemies is halved.											
	This is applied after all other redu	MYTHIC FEATS	5									
10	Once a round, when an enemy makes a successful critical hit, regain one use of mythic power.											
~			4	7 -								