	GUARDIAN Mystiker Stufe	7		GUARDIAN'S CALL
_	HARD TO KILL			
	pelow Ohp, always stabilise without needing to make a	-		
	ution check (though bleed damage still counts). lie until negative hp equals double your constitution score.			
×	SURGE	5		
Rang	Spend one use of mythic power to add to any d20	MA	CHT	MYTHIC POWER Mystiker
1	□ W6 □ W8		O TAC	Stufe Extra
7	□ W10			= 3 + (× 2) + Nutzungen Heute
10	□ w12	1		PFADFÄHIGKEITEN
Rang	ATTRIBUTSWERT Bonus auf Attributswerte		Rang	
2	□ +2 ST IN		1	
4	□ +2 □ +2 ■ #E		2	
6 8	□ +2			
10	□ +2 KO CH		2	
``	AMAZING INITIATIVE INITIATIVE Mystiker		3	
	INITIATIVE Mystiker BONUS Stufe			
Rang 2	=	_	4	
	Spend one use of mythic power to take an additional	ITEN		
<u> </u>	Spend one use of mythic power to take an additional standard action RECUPERATION Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurüc Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	GKE	5	
Rang	Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurüc	FÄHI		
3	end one use of mythic power to regain half your aximum hit points and use of any limited daily abilities		6	
×	MYTHIC SAVING THROWS	Д		
Rang	On a successful saving throw against a non-mythic effect, suffer no effects. Rettungswürfe gegen mythische Effekte sind unwirksam.		7	
5				
×	WILLENSKRAFT		8	
	end one use of mythic power to reroll any d20, or			
6	force a foe to reroll, even after the result is revealed. UNAUFHALTSAM	1	0	
	Spend one use of mythic power to end any one of:		9	
	 Bleed blind verwirrt Kauernd benommen geblendet 		10	
Rang	 Kauernd benommen geblendet taub verstrickt entkräftet 		10	
8	 fasziniert erschöpft verängstigt Übelkeit in Panik qelähmt 			
	• erschüttert • kränkelnd • Staggered			
_	· betäubt UNSTERBLICH			
	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.			
Rang 9				
			-	
Dong	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.			
10			Rang	
Ĭ.	LEGENDÄRER HELD			
Rang 10	Regain one use of mythic power per hour.		3	
`	TRUE DEFENDER	\TS		
Rang	Damage from attacks by non-mythic enemies is halved. This is applied after all other reductions.	MYTHIC FEATS	5	
10	Once a round, when an enemy makes a successful critical)	
~	hit, regain one use of mythic power.	MY	_	
			7	