	W. 1				
	GUARDIAN Mythic Tier			GUARDIAN'S CALL	*
	HARD TO KILL	[]_			
consti	pelow 0hp, always stabilise without needing to make a sution check (though bleed damage still counts).	-			
Don't o	lie until negative hp equals double your constitution score. SURGE	1			
	Spend one use of mythic power to add to any d20	PC	WED.	MYTHIC POWER	*
1	□ d6		WER R DAY	Mythic Extra	
4 7	□ d8 □ d10			= 3 + (× 2) +	Uses OOO OOO OOO
10	□ d12	K		PATH ABILITIES	
Nivol	ABILITY SCORE Bonus to ability scores		Nível		
2	□ +2 FOR INT		1		
4	DES SAB		2		
6 8	□ +2				
10	<u>+2</u>	1	3 -		
*	AMAZING INITIATIVE INITIATIVE Mythic) -		
Missal	BONUS Tier				
Nível 2	=		4 -		
	Spend one use of mythic power to take an additional standard action	ES	_		
*	RECUPERATION *	ABILITIES	5 -		
Nível 3	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		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.				
	UNSTOPPABLE		9 -		
	Spend one use of mythic power to end any one of:				
Nível 8	BleedBlindConfusedDazedDazzled		10 -		
	 Deafened Entangled Exhasted Fascinated Fatigued Frightened 				
	 Nauseated Panicked Paralysed Shaken Sickened Staggered 		_		
	• Stunned				
*	IMMORTAL *		_		
	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.		_		
Nível 10	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.	-	Nível		
×	LEGENDARY HERO		1		
Nível 10	Regain one use of mythic power per hour.		3 -		
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	TRUE DEFENDER	ATS			
Nível	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.	THI			
~	inc, regain one use of fligting power.	M	7 -		
			Q -		