	GUARDIAN Rango Mitico			GUARDIAN'S CALL	
×	DURO A MORIRE				
Quando	a meno di Opf, stabilizza sempre senza dover fare un tiro sul	со	stituzi	one (i danni da sanguinamento si applicano ugualmente).	
Don't d	ie until negative hp equals double your constitution score.	\			
+ 5 pf Bonus hit points per tier				MYTHIC POWER	
		PO	WER		•
	Spend one use of mythic power to add to any d20	al (	GIOR	NO Mitico	Usi 000 000 000
1	□ d6			= 3 + ( × 2 ) +	Oggi
4	□ d8 □ d10	7		PATH ABILITIES	*
7 10	□ d12		Rango		
×	Punti Abilità		1		
	Bonus ai punti abilità  □ +2 FOR INT		2		
2 4	□ +2		2		
6	□ +2 <b>DES</b> SAG				
8	□ +2 COS CAR		3		
10	INIZIATIVA INCREDIBILE				
	BONUS Rango INIZIATIVA Mitico		4		
Rango 2	=	ES	_		
2	Spend one use of mythic power to take an additional standard action	PATH ABILITIES	5		
Ĭ.	RECUPERATION	TH	6		
	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	PA			
``	MYTHIC SAVING THROWS		7		
Rango <b>5</b>	On a successful saving throw against a non-mythic effect, suffer no effects.		8		
	Saving throws against mythic effects are unaffected.		Ü		
Panga	FORZA DI VOLONTA'  Spend one use of mythic power to reroll any d20, or				
	force a foe to reroll, even after the result is revealed.		9		
``	INARRESTABILE *				
Rango <b>8</b>	Spend one use of mythic power to end any one of:  Sanguinamento * Accecato		10		
	<ul><li>Nauseato</li><li>Panicked</li><li>Paralizzato</li><li>Staggered</li></ul>				
`\	Confuso  IMMORTALE				
Rango	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.				
7	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.	F	Rango		
	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.		1		
``	LEGENDARY HERO *		3		
Rango 10	Regain one use of mythic power per hour.	TALENTI MITICI			
10	TRUE DEFENDER	TI M.	5		
D	Damage from attacks by non-mythic enemies is halved.	LEN			
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.	TA	7		
~					
			9		