	GUARDIAN Rango Mitico			GUARDIAN'S CALL	× (
×	DURO A MORIRE				
Quand	o a meno di Opf, stabilizza sempre senza dover fare un tiro sul	la co	stituzi	one (i danni da sanguinamento si applicano ugualmente).	
Don't	die until negative hp equals double your constitution score.	\			
+ 5 pf Bonus hit points per tier				MYTHIC POWER	
	SURGE		WER	. Rango Extra	
	Spend one use of mythic power to add to any d20	al	GIOR	NO Mitico	Usi 000 000 000
1	□ d6	L		= 3 + (× 2) +	Oggi
4 7	□ d8 □ d10			PATH ABILITIES	,
10	□ d12		Rango	0	
,	Punti Abilità		1		
Rango 2	Bonus ai punti abilità FOR INT		2		
4	□ +2		_		
6	□ +2		_		
8	□ +2 □ +2 COS CAR		3		
	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		
X.	RECUPERATION	TH /	6		
Rango	Recover all hit points with 8 hours rest Spend one use of mythic power to regain half your	PA			
3	maximum hit points and use of any limited daily abilities		7		
Ĭ,	MYTHIC SAVING THROWS		7		
Rango	effect, suffer no effects.		8		
,	Saving throws against mythic effects are unaffected. FORZA DI VOLONTA¹				
	Spend one use of mythic power to reroll any d20, or		0		
6	force a foe to reroll, even after the result is revealed.		9		
Ĭ,	INARRESTABILE				
	Spend one use of mythic power to end any one of: • Sanguinamento • Accecato • Confuso		10		
	• Cowering • Dazed • Dazzled				
Rango 8	Assordato Entangled Exhasted Fascinated Affaticato Frightened				
	Nauseato Panicked Paralizzato				
	• Shaken • Sickened • Staggered Confuso				
×	IMMORTALE *				
Rango 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.	F	Rango	0	
Rango	Can only be permanently killed by a coup-de-grace or critical hit with an artefact.		1		
10	LEGENDARY HERO		3		
Rango	Regain one use of mythic power per hour.	TALENTI MITICI			
10	TRUE DEFENDER	I MI	5		
	Damage from attacks by non-mythic enemies is halved.		_		
Rango 10	This is applied after all other reductions. Once a round, when an enemy makes a successful critical	TAI			
	hit, regain one use of mythic power.		7		
			9		