	GUARDIAN Rango Mitiro			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	lie until negative hp equals double your constitution score.				
+ 5 pf Bonus hit points per tier				MYTHIC POWER	
		PO	WER	Rango	*
Rango	SURGE Spend one use of mythic power to add to any d20		GIOR	NO Mitico	
1	□ d6			= 3 + (× 2) +	
4	□ d8	7		PATH ABILITIES	
7	□ d10 □ d12	Т	Rango	0	
10	Punti Abilità		1		
Rango	Bonus ai punti abilità				
2	□ +2 FOR INT		2		
4	□ +2 □ +2 DES SAG				
8	□ +2		3		
10	□ +2 COS CAR				
Ĭ,	INIZIATIVA INCREDIBILE		4		
	BONUS Rango INIZIATIVA Mitico		4		
Rango		S			
2	Spend one use of mythic power to take an additional standard action	PATH ABILITIES	5		
×	RECUPERATION	[H A	6		
Rango	Recover all hit points with 8 hours rest	PA	U		
3	Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities				
``	MYTHIC SAVING THROWS		7		
Rango 5	On a successful saving throw against a non-mythic effect, suffer no effects.		8		
	Saving throws against mythic effects are unaffected.				
X	FORZA DI VOLONTA'				
Kango 6	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.		9		
``	INARRESTABILE				
	Spend one use of mythic power to end any one of:		10		
	· Sanguinamento · Accecato · Confuso · Cowering · Dazed · Dazzled				
Rango 8	Assordato Entangled Exhasted				
	Fascinated Affaticato Frightened Nauseato Panicked Paralizzato				
	• Shaken • Sickened • Staggered				
`	Confuso IMMORTALE				
_	If you are killed return to life 24 hours later, regardless of				
Rango 9	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		
Rango	Can only be permanently killed by a coup-de-grace or		1		
10	critical hit with an artefact.				
*	LEGENDARY HERO	I	3		
Rango 10	Regain one use of mythic power per hour.	TALENTI MITICI			
``	TRUE DEFENDER	TI M	5		
Da:-	Damage from attacks by non-mythic enemies is halved.	LEN			
Rango 10	This is applied after all other reductions. Once a round, when an enemy makes a successful critical	TA	7		
_	hit, regain one use of mythic power.				
			9		