	GUARDIAN Rango Mitico					GUARDIAN'S CALL					
×	I	HARD TO		×							
constit	pelow Ohp, always tution check (thou lie until negative	igh bleed dam	age still cou	ints).	-						
Don't		BILITY SO		stitution score.	(}						
,	Bonus to ability			T3.777	PO	WER	Rango		MYTHIC POWER	*	
2 4	□ +2 □ +2		FOR	INT		GIORN		\	Extra		
6	□ + 2	>	DES	SAG			= 3 + (×2)-	+	Uses UUU UUU UUU Today	
8	□ +2		COS	CAR	~			1	PATH ABILITIES	*	
10 □ +2 SURGE											
Rango	Spend one use o			any d20	•	1					
2	□ d6 □ d8					2					
4 7	□ d10					4 .					
10	□ d12					3					
AMAZING INITIATIVE											
	INITIATIVE BONUS	Rango Mitico									
Rango 2		=				4					
_	Spend one use of standard action	of mythic powe	er to take an	additional	S						
		ECUPERA	TION	*	PATH ABILITIES	5					
Rango Recover all hit points with 8 hours rest											
3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities						6			_		
``	· .	C SAVINO			(~						
Rango On a successful saving throw against a non-mythic effect, suffer no effects.						7					
5 Saving throws against mythic effects are unaffected.											
FORCE OF WILL						8					
Rango Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.											
INARRESTABILE						9					
Rango 8	Spend one use of mythic power to end any one of:										
	BleedCowering	BlindDazed		ConfusedDazzled		10					
	Deafened Fascinated	• Entangled • Fatigued		asted							
	 Nauseated 	Panicked	• Par	htened alysed							
	ShakenStunned	• Sickened	• Sta	ggered							
×		IMMORT	AL	*							
Rango	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.					-			_		
	go Can only be permanently killed by a coup-de-grace or										
10	critical hit with an artefact. LEGENDARY HERO										
Rango					•						
10	Regain one use of mythic power per hour. TRUE DEFENDER										
_	TRUE DEFENDER Damage from attacks by non-mythic enemies is halved. This is applied after all other reductions. Once a round, when an enemy makes a successful critical										
Rango 10						5					
10	Once a round, w hit, regain one u			ccessiul critical	MYTHIC FEATS						
_					, ,	7					
						9					