	GUA	RDIAI		ango litico	`			GU	JARDIAN'S CAL	L		
``		HARD TO	IV	indico i	,							
					i — Illa co	stituzi	one (i danni da sa	nguinamento si ap	plicano ugualmente).			
Don't o	die until negative	hn equals do	uhle vour co	nstitution score	-							
N T	are until negative	Punti Ab		and the state of t	5							
Rango	,	onus to ability scores					POWER Rango Extra					
2	□ +2 □ +2		FOR	INT		GIOR		Mitico	Extra			
6	□ +2	>	DES	SAG			= 3 + (× 2) +		Uses UUU UUU UUU Today DDD DDD DDD		
8	□ +2 □ •2		COS	CAR	7			P	ATH ABILITIES			
10 □ +2 SURGE						Rango)					
Rango Spend one use of mythic power to add to any d20						1						
2	□ d6											
4 7	□ d8 □ d10					2						
10	□ d10											
'X	AMA	ZING IN	ITIATIV	E ,	′ 1	3						
	BONUS BONUS	Rango Mitico										
Rango		=				4						
2	Spend one use	of mythic pow	er to take an additional									
_	standard action		A FET ON		ABILITIES	5						
RECUPERATION Recover all hit points with 8 hours rest												
Rango 3	Spand and use of mythic newer to regain half your											
'k	MYTH	IC SAVIN	G THRO	ws	í I							
Rango 5	Rango On a successful saving throw against a non-mythic effect, suffer no effects. Saving throws against mythic effects are unaffected.											
``												
Rango	go Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.											
K	INARRESTABILE											
Rango 8	Spend one use of mythic power to end any one of:					9						
	BleedCowering	BlindDazed	• Coi	asted		10						
	• Deafened	• Entangled Affaticato • Panicked	• Exhas									
	FascinatedNauseated			ghtened alysed								
	• Shaken Confuso	 Sickened 	• Sta	ggered								
``	Comaco	IMMOR'	TAL	,	, 1							
Don-	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.											
Rango 9												
Rango	go Can only be permanently killed by a coup-de-grace or critical hit with an artefact.)					
LEGENDARY HERO												
Rango	Regain one use of mythic power per hour.					3						
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	TRUE DEFENDER											
Rango	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 hit, regain one use of mythic power.					5						
10						,						
~						_						
						7						