	GUAF	RDIAN		ango	T				GUAR	DIAN'S CAL	Ĺ	
N .		ARD TO K		itico								
Quando	o a meno di Opf, si	tabilizza sempre	e senza do	over fare un tiro su	ılla co	stituzio	ne (i danni da s	sanguinamento s	si applicar	no ugualmente).		
	ie until negative h		e your con									
Rango	Spend one use of	SURGE f mythic power t	to add to a	any d20	7				MYT	HIC POWER		
1	□ d6	, ,		,		WER GIORI	10	Rango Mitico	E)	rtra		
4 7	□ d8 □ d10						= 3 + (× 2)+_		Uses Today	
10	□ d12				K				PAT	H ABILITIES		
Rango	Bonus to ability s	P <mark>unti Abili</mark> scores	ità	*		Rango						
2	□ +2		FOR	INT								
4 6	□ +2 □ +2	• I	DES	SAG		2						
8 10	□ +2 □ +2	(COS	CAR								
10		ZING INIT	IATIVI	Ε		3						
	BONUS BONUS	Rango Mitico										
Rango 2	=	=				4						
_	Spend one use of standard action	f mythic power t	o take an	additional	ES							
×	RE	ECUPERAT	ION	x	PATH ABILITIES	5						
Rango	Recover all hit po Spend one use of			alf your	THAB	-						
	maximum hit poi	nts and use of a	ny limited	daily abilities	PAT	6						
Danne	On a successful s	C SAVING '				7						
Rango 5	effect, suffer no e Saving throws ag	effects.		-								
×		ZA DI VOL		,		8						
	Spend one use of force a foe to rere											
×	IN	ARRESTAI	BILE	*		9						
	Spend one use of mythic power to end any one of: • Sanguinamento • Accecato • Confuso											
Rango	 Cowering 	Dazed Entangled	• Daz	zled		10						
8	Fascinated	Affaticato	• Frig	htened								
	NauseatoShaken	PanickedSickened		alizzato ggered								
_	Confuso	IMMORTA	I.		1							
	If you are killed re	eturn to life 24 l	hours late		1							
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.											
Rango 10	Can only be perm	nanently killed b	y a coup-	de-grace or	-	Rango						
10		ENDARY I	HERO	*		1						
Rango 10	Regain one use o	of mythic power	per hour.			3						
10	TR	UE DEFEN	DER	*	ATS							
Rango	Damage from atta			ies is halved.	MYTHIC FEATS	5						
10	Once a round, wh	nen an enemy ma	akes a sud	ccessful critical	YTHI	-						
~	, ga one do				M	7						
						9						