	GUARI	DIAN	Rango Mitico	I			GUARI	DIAN'S CALL		,
``	HA	RD TO KII	LL							_
				- -	stituzio	ne (i danni da sanguinar	nento si applicano	ugualmente).		-
Don't d	ie untii negative np e	SURGE	our constitution score.							_
	Spend one use of m			1			MYTI	HIC POWER		-
1	□ d6	, ,	,		WER GIORN	Rango Mitico	Ext	ra		
4	□ d8					= 3 + (× 2) +		Uses DDD DDD DD	
7 10	□ d10 □ d12							— I ABILITIES	Today	
10		nti Abilit	à	7 ~	D = 11 = 1		PAIL	ADILITIES		
Rango	Bonus to ability sco	res		_	Rango 1					
2	□ +2 □ +2	F	OR INT							
4 6	□ +2 □ +2 ▶	D	ES SAG		2 _					
8	□ + 2	C	OS CAR							
10	□ +2				2					
×	AMAZING INITIATIVE BONUS Rango				3 -					
	DOIGOD	Mitico								
Rango 2	=				4 -					—
_	Spend one use of m	ythic power to	take an additional	S						
	standard action	UPERATIO	OM	PATH ABILITIES	5 -					
*				BILLI						
Rango 3	Recover all hit points with 8 hours rest Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities				6 -					
*	MYTHIC S				_					
Rango	On a successful sav effect, suffer no effe		nst a non-mytnic		7 -					
	Saving throws against mythic effects are unaffected.									
X	FORZA DI VOLONTA' ngo Spend one use of mythic power to reroll any d20, or									
	Spend one use of more a force a foe to reroll,									
×	INAI	RRESTABI	ILE		9 -					
	Spend one use of mythic power to end any one of:									
	Sanguinamento · Accecato · Confuso · Cowering · Dazed · Dazzled · Exhasted				10 -					
					10					
8		Fascinated Affaticato • Frightened Nauseato • Panicked • Paralizzato								
	• Shaken •	Sickened	• Staggered		-					
`	Confuso	MORTAL								
	If you are killed retu	rn to life 24 ho	urs later, regardless of		-					
Rango 9	the condition of you daily abilities.	r body. You do	not regain any limited							
9	This does not apply	if you were kill	ed by a coup-de-grace		_					
	or critical hit by a m									
Rango 10	ngo Can only be permanently killed by a coup-de-grace or critical hit with an artefact. LEGENDARY HERO									
10										
Rango	Regain one use of m	wthic nower ne	er hour		3 -					
Regain one use of mythic power per hour.										
`	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 hit, regain one use of mythic power.									
Rango 10					5 -					
~		, ,		MYTHIC FEATS	7 -					
					() -					