

# MARSHAL

Rango  
Mitico

## DURO A MORIRE

When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).

Don't die until negative hp equals double your constitution score.

+ 4 pf Bonus hit points per tier

## SURGE

Spend one use of mythic power to add

Rango to any d20

1 ☐ d6

4 ☐ d8

## Punti Abilità

Bonus to

Rango ability scores

2 ☐ +2

4 ☐ +2

FOR

INT

DES

SAG

COS

CAR

## INIZIATIVA INCREDBILE

BONUS  
INIZIATIVA

Rango  
Mitico

Rango 2  =

Spend one use of mythic power to take an additional standard action

## RECUPERATION

Recover all hit points with 8 hours rest

Rango 3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

## MYTHIC SAVING THROWS

On a successful saving throw against a non-mythic effect, suffer no effects.

5 Saving throws against mythic effects are unaffected.

## MARSHAL'S ORDER

## MYTHIC POWER

POWER  
al GIORNO

Rango  
Mitico

Extra

Usi  
Oggi

= 3 + (  × 2 ) +  ☐☐☐☐  
☐☐☐☐  
☐☐☐☐

## PATH ABILITIES

Rango

1

2

3

4

5

PATH ABILITIES

Rango

1

3

5

TALENTI MITICI