| | TRICKSTER Rango Mitigo | | | TRICKSTER ATTACK | · · · · · · · · · · · · · · · · · · · | |
|---|---|----------------|--------------|------------------|---------------------------------------|--|
| | Nillico I | Г | | | | |
| Quando a meno di Opf, stabilizza sempre senza dover fare un tiro sulla costituzione (i danni da sanguinamento si applicano ugualmente). | | | | | | |
| Don't o | lie until negative hp equals double your constitution score. | | | | | |
| + 4 pf Bonus hit points | | | MYTHIC POWER | | | |
| | yer tier SURGE | PO | WER | Rango Extra | , \ | |
| Rango | Spend one use of mythic power to add to any d20 | al | GIOR | NO Mitico | Usi 000 000 000 | |
| 1 | □ d6 | | | = 3 + (× 2) + | Oggi | |
| 4 7 | □ d8 □ d10 | • | | PATH ABILITIES | * | |
| 10 | □ d12 | | Rango 1 |) | | |
| × | Punti Abilità | | | | | |
| Rango 2 | Bonus ai punti abilità □ +2 FOR INT | | 2 | | | |
| 4 | □ +2 □ +2 DES SAG | | | | | |
| 6 8 | □ +2 | | 3 | | | |
| 10 | □ +2 COS CAR | | | | | |
| `` | INIZIATIVA INCREDIBILE BONUS Rango Mitico | I | 4 | | | |
| Rango | = | ES | | | | |
| 2 | Spend one use of mythic power to take an additional standard action | PATH ABILITIES | 5 | | | |
| * | RECUPERATION | TH/ | 6 | | | |
| Rango | 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 | PA | | | | |
| X | MYTHIC SAVING THROWS | | 7 | | | |
| Rango 5 | On a successful saving throw against a non-mythic effect, suffer no effects. Saving throws against mythic effects are unaffected. | | 8 | | | |
| `` | FORZA DI VOLONTA' | | | | | |
| | Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed. | | 9 | | | |
| × | INARRESTABILE | | | | | |
| | Spend one use of mythic power to end any one of: • Sanguinamento • Accecato • Confuso • Cowering • Dazed • Dazzled | ٦ | 10 | | | |
| Rango 8 | Assordato Entangled Exhasted | | | | | |
| 0 | Fascinated Affaticato Nauseato Panicked Paralizzato | | | | | |
| | • Shaken • Sickened • Staggered Confuso | | | | | |
| * | IMMORTALE | | | | | |
| Rango | 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. | | | | | |
| 7 | 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 | | | |
| Rango Can only be permanently killed by a coup-de-grace or | | | 1 | | | |
| 10 | LEGENDARY HERO | | 3 | | | |
| Rango | | TICI | | | | |
| 10 | SUPREME TRICKSTER | TALENTI MITICI | 5 | | | |
| Rango | Whenever you attack a non-mythic enemy, they are treated | CENT | _ | | | |
| | as flat-flooted, even if they have abilities to prevent it | | 7 | | | |
| | | | 7 | | | |
| ~ | | | 9 | | | |