	HIEROPHANT Rango Mitiro				DIVINE SUR	GE		
	DURO A MORIRE	Г						
	o a meno di Opf, stabilizza sempre senza dover fare un tiro sul	la co	stituzione (i da	nni da sanguinamento si	applicano ugualmente	).		
Don't o	lie until negative hp equals double your constitution score.	-						
Bonus hit points								
+ 4 pf per tier			MYTHIC POWER					
Panga	SURGE Spend one use of mythic power to add to any d20		WER GIORNO	Rango Mitico	Extra			
1 <b>1</b>	□ d6		=	3+( × 2)	+		Usi Oggi OOO OOO	
4	□ d8			`,	PATH ABILIT	IES	oggi	
7	□ d10		Rango			1110		
10	□ d12  Punti Abilità		1					
	Bonus ai punti abilità							
2	□ +2 FOR INT		2					
4 6	□ +2 □ +2 DES SAG							
8	□ +2		3 ——					
10	□ +2 COS CAR							
``	INIZIATIVA INCREDIBILE							
	BONUS Rango INIZIATIVA Mitico		4 ——					
Rango	IIIIZIATIVA	S						
2		PATH ABILITIES	5 —					
	Spend one use of mythic power to take an additional standard action	\BIL						
RECUPERATION			6 —					
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								
			_					
×	MYTHIC SAVING THROWS		7 —					
Rango On a successful saving throw against a non-mythic effect, suffer no effects.								
Saving throws against mythic effects are unaffected.			8 —					
FORZA DI VOLONTA'								
Rango Spend one use of mythic power to reroll any d20, or			9 —					
6 force a foe to reroll, even after the result is revealed.  INARRESTABILE								
×	Spend one use of mythic power to end any one of:		10					
	• Sanguinamento • Accecato • Confuso		10					
Rango	Cowering     Dazed     Dazzled     Sasordato     Entangled     Exhasted							
8	• Fascinated Affaticato • Frightened							
	<ul><li>Nauseato</li><li>Panicked</li><li>Paralizzato</li><li>Shaken</li><li>Sickened</li><li>Staggered</li></ul>	L						
	Confuso							
` _	IMMORTALE .							
Rango <b>9</b>	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					
	Can only be permanently killed by a coup-de-grace or		1					
10	critical hit with an artefact.							
Dongo	LEGENDARY HERO	I	3 ——					
Rango 10	Regain one use of mythic power per hour.	ITI						
×	DIVINE VESSEL	TALENTI MITICI	5 —		_			
	When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take	LEN						
	the lower result.	TA	7 —					
	When healed using a spell or effect, you are healed the maximum possible amount.		*					
	Gain damage resistance 10/epic		_					
	Once a round, when you take more than 20 hp actual damage, regain one use of mythic power.		9 —					