MARSHAL Rango Mitico		MARSHAL'S ORDER	×
DURO A MORIRE			
Quando a meno di Opf, stabilizza sempre senza dover fare un tiro sul	stituzione (i danni da sanguiname	nto si applicano ugualmente).	
Don't die until negative hp equals double your constitution score.			
+ 4 pf Bonus hit points per tier		MYTHIC POWER	×
SURGE	OWER Rango GIORNO Mitico	Extra	
Rango Spend one use of mythic power to add to any d20 $$	= 3 + (×	(2)+	si 000 000 000 gi 000 000 000
4 □ d8 7 □ d10		PATH ABILITIES	x
10 □ d12	Rango 1		
Punti Abilità			
Rango Bonus ai punti abilità 2	2		
4 □ +2 6 □ +2 DES SAG			
8 = +2 COS CAR	3 —		
10 □ +2 INIZIATIVA INCREDIBILE			
BONUS Rango INIZIATIVA Mitico	4		
Spend one use of mythic power to take an additional standard action	5 —		
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 6 force a foe to reroll, even after the result is revealed.	9		
INARRESTABILE Spend one use of mythic power to end any one of:	10		
Sanguinamento			
· Cowering · Dazed · Dazzled Rango · Assordato · Entangled · Exhasted			
8 • Fascinated Affaticato • Frightened • Nauseato • Panicked • Paralizzato			
 Shaken Sickened Staggered 			
immortale .			
If you are killed return to life 24 hours later, regardless of Rango 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		
Rango Can only be permanently killed by a coup-de-grace or	1		
10 critical hit with an artefact. LEGENDARY HERO	3 —		
Rango Regain one use of mythic power per hour.	,		
10 VISIONARY COMMANDER	5 —		
When you are an ally within 30ft rolls initiative, roll twice	5 —		
and take either result. Rango In a surprise round, you and allies within 30ft can take a 10 full round action instead of just a standard action.	7 —		
Once per round, when you or an ally within 30ft scores a critical hit, regain one use of mythic power.	9		