

# HIEROPHANT

Rango  
Mitico

## DURO A MORIRE

Quando a meno di 0pf, stabilizza sempre senza dover fare un tiro sulla

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

+ 4 pf

Bonus hit points  
per tier

## SURGE

Rango Spend one use of mythic power to add to any d20

- 1 ☐ d6  
4 ☐ d8  
7 ☐ d10  
10 ☐ d12

## Punti Abilità

Rango Bonus ai punti abilità

- 2 ☐ +2  
4 ☐ +2  
6 ☐ +2  
8 ☐ +2  
10 ☐ +2

FOR INT  
DES SAG  
COS CAR

## INIZIATIVA INCREDIBILE

BONUS  
INIZIATIVA

Rango  
Mitico

Rango  
2

=

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

## RECUPERATION

Rango Recover all hit points with 8 hours rest

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

## MYTHIC SAVING THROWS

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

- 5 Saving throws against mythic effects are unaffected.

## FORZA DI VOLONTA'

Rango Spend one use of mythic power to reroll any d20, or  
force a foe to reroll, even after the result is revealed.

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## INARRESTABILE

Spend one use of mythic power to end any one of:

- Sanguinamento • Accecato • Confuso
- Cowering • Dazed • Dazzled
- Assordato • Entangled • Exhausted
- Fascinated • Affaticato • Frightened
- 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.

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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  
critical hit with an artefact.

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## LEGENDARY HERO

Rango Regain one use of mythic power per hour.

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## DIVINE VESSEL

When you cast a spell targeting non-mythic creatures,  
the target must make any saving throws twice and take  
the lower result.

Rango When healed using a spell or effect, you are healed the  
maximum possible amount.

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Gain damage resistance 10/epic

Once a round, when you take more than 20 hp actual  
damage, regain one use of mythic power.

## DIVINE SURGE

costituzione (i danni da sanguinamento si applicano ugualmente).

## MYTHIC POWER

POWER  
al GIORNO

Rango  
Mitico

Extra

= 3 + (  × 2 ) +

Usi Oggi ☐☐☐ ☐☐☐ ☐☐☐

## PATH ABILITIES

Rango

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

TALENTI MITICI

1

3

5

7

9