	СНАМРІС		ango :	1			CH	IAMPIO	n's strike	E	*	
_	HARD T		itico :									
	pelow Ohp, always stabilise			-								
constit	tution check (though bleed o	damage still cou	ints).	-							l	
	lie until negative hp equals			1								
ABILITY SCORE					MYTHIC POWER							
капдо 2	Bonus to ability scores	FOR	INT		WER		ngo tico	Extra				
4	□ +2			al	GIORN		\			Uses □□		
6	□ +2 ▶	DES	SAG			=3+(×2)	+		Today		
8	□ +2 □ +2	COS	CAR	*				PATH A	BILITIES		Ĭ.	
10	SUR	CE		,	Rango							
	Spend one use of mythic p			1	1							
2	□ d6		•									
4	□ d8				2 _							
7 10	□ d10 □ d12											
10	AMAZING I	NITIATIVI	F #	,	3 –							
	INITIATIVE Rango			1								
D	BONUS Mitico											
Rango 2	=	_			4 –							
	Spend one use of mythic p standard action	ower to take an	additional	ES								
×	RECUPE	RATION	,	PATH ABILITIES	5 –							
Rango	Recover all hit points with		16	I AB								
3	Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities							_				
×	MYTHIC SAVI	NG THRO	, — I									
Rango	On a successful saving threeffect, suffer no effects.	ow against a no	n-mythic		7 -							
5	Saving throws against mythic effects are unaffected.											
FORCE OF WILL					8 -							
Rango Spend one use of mythic power to reroll any d20, or												
6 force a foe to reroll, even after the result is revealed.												
X	INARRESTABILE				9 -							
	pend one use of mythic power to end any one of: Bleed • Blind • Confused			l								
Danas	• Cowering • Dazed		zled		10 –							
Rango 8	DeafenedFascinatedFatigu		asted htened									
	• Nauseated • Panick	ked • Par	alysed		_							
	ShakenStunned	ied • Sta	ggered									
×	IMMO	RTAL	*	, 1								
	If you are killed return to li	fe 24 hours late	r, regardless of		_							
Rango 9	the condition of your body. daily abilities.	. You do not reg	ain any limited									
	This does not apply if you or critical hit by a mythic e	were killed by a	coup-de-grace c weapon.		_							
Rango	Can only be permanently k	illed by a coup-	<u> </u>	-	Rango							
10	critical hit with an artefact.							_				
Dongo		RY HERO	*	1								
Rango 10	Regain one use of mythic power per nour.											
X	LEGENDARY CHAMPION											
Rango	When an attack against a non-mythic creature misses, you may reroll once.				5 -							
_	Once per round, if your roll a natural 20, regain one use			MYTHIC FEATS	_							
~	of mythic power.			MY								
					7 -							
					9 –							