

MARSHAL

Rango
Mitico

HARD TO KILL

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

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

Punti Abilità

Rango Bonus to ability scores

2 ☐ +2

4 ☐ +2

6 ☐ +2

8 ☐ +2

10 ☐ +2

FOR

INT

DES

SAG

COS

CAR

SURGE

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

2 ☐ d6

4 ☐ d8

7 ☐ d10

10 ☐ d12

AMAZING INITIATIVE

BONUS
BONUS

Rango
Mitico

Rango =

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.

FORCE OF WILL

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

6

INARRESTABLE

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

- Bleed
- Blind
- Confused
- Cowering
- Dazed
- Dazzled
- Deafened
- Entangled
- Exhausted
- Fascinated
- Affaticato
- Frightened
- Nauseated
- Panicked
- Paralysed
- Shaken
- Sickened
- Staggered

Confuso

IMMORTAL

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.

9

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.

10

LEGENDARY HERO

Rango Regain one use of mythic power per hour.

10

VISIONARY COMMANDER

When you are an ally within 30ft rolls initiative, roll twice and take either result.

Rango In a surprise round, you and allies within 30ft can take a full round action instead of just a standard action.

10

Once per round, when you or an ally within 30ft scores a critical hit, regain one use of mythic power.

MARSHAL'S ORDER

costituzione (i danni da sanguinamento si applicano ugualmente).

MYTHIC POWER

POWER
al GIORNO

Rango
Mitico

Extra

= 3 + (× 2) +

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

PATH ABILITIES

Rango

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

MYTHIC FEATS

Rango

1

3

5

7

9