	HIEROPE	IANT	Rango Mitico		`*				DIVIN	E SURGE			*
		O TO KIL		' i	ı								
	o a meno di Opf, stabiliz			· ·	lla co	ostituzione (i d	danni da s	anguinamento	si applicano u	ualmente).			
	•				-								
Don't d	lie until negative hp equ				7								<
Rango	Bonus to ability scores	ti Abilità		#	_				MYTHI	C POWER			<b>#</b>
2	□ <b>+2</b>	FO	R	INT		OWER GIORNO		Rango Mitico	Extra				
4	□ +2	DE	is s	SAG		=	3+(	× 2	) +		0303		
6 8	□ +2 <b>▶</b> □ +2						) (		<u> </u>	-	Today		
10	□ +2	CO	)S (	CAR		_			PATH	BILITIES			<i>*</i>
``	S	URGE		*		Rango							
	Spend one use of myth $\Box$ d6	ic power to a	dd to any	d20									
2 4	□ d8					2							
7	□ d10												
10	□ d12					2							
×	AMAZINO BONUS Ra	#		3 —									
D	BONUS Mitico					,							
Rango 2	=					4 —							
	Spend one use of myth standard action	ic power to ta	ake an add	itional	S								
` .	RECUPERATION *					5 —							
Rango	Recover all hit points w	PATH ABILITIES											
<b>3</b>	Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities					6 —							
MYTHIC SAVING THROWS													
Rango <b>5</b>	On a successful saving throw against a non-mythic effect, suffer no effects.  Saving throws against mythic effects are unaffected.					7 —							
7						0							
Rango Spend one use of mythic power to reroll any d20, or						8 —							
6 force a foe to reroll, even after the result is revealed.													
Spend one use of mythic power to end any one of:						9 —							
	Bleed     Blieed     Blieed     Blieed     Blieed     Blieed     Blieed     Blieed     Blieed	•	nd any one • Confuse										
Rango	• Cowering • Da		• Dazzled			10 —							
8	Dedictied En	tangled ticato	<ul><li>Exhaste</li><li>Frighter</li></ul>										
		nicked ckened	<ul><li>Paralys</li><li>Stagger</li></ul>										
	Confuso	женеа	• Stagger	eu									
``	IMN	<b>IORTAL</b>		*									
Rango	If you are killed return to life 24 hours later, regardless of Rango the condition of your body. You do not regain any limited												
9	daily abilities.	,		,									
	This does not apply if y or critical hit by a myth												
Rango	Can only be permanent	ly killed by a	coup-de-g	grace or		_							
10	critical hit with an artefact.					Rango							
-	LEGENDARY HERO												
Rango 10	Regain one use of mythic power per hour.					3 —							
``	DIVINE VESSEL												
When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take the lower result.						5 —							
_	When healed using a spell or effect, you are healed the				MYTHIC FEATS								
10	maximum possible amount.  Gain damage resistance 10/epic				7 —								
	Once a round, when yo	u take more t		actual									
~	damage, regain one us	e or mythic p	ower.			9 —							