

MARSHAL

Rango
Mitico

HARD TO KILL

When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).
Don't die until negative hp equals double your constitution score.

ABILITY SCORE

Rango Bonus to ability scores

2 ☐ +2

4 ☐ +2

6 ☐ +2

8 ☐ +2

10 ☐ +2

FOR

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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

INITIATIVE
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.

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INARRESTABLE

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

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

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.

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LEGENDARY HERO

Rango Regain one use of mythic power per hour.

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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.

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

MARSHAL'S ORDER

MYTHIC POWER

POWER
al GIORNO

Rango
Mitico

Extra

$$\boxed{} = 3 + (\boxed{} \times 2) + $$

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