	TRICKSTER Rango Mitico	-		TRICKSTER ATTACK	,
N N	HARD TO KILL				
constit	pelow 0hp, always stabilise without needing to make a ution check (though bleed damage still counts).	-			
Don't	lie until negative hp equals double your constitution score. ABILITY SCORE	1			
	ABILITY SCORE Bonus to ability scores	*		MYTHIC POWER	
2	□ +2 FOR INT		WER GIORN	Rango Extra IO Mitico	
4	DES SAG			= 3 + (× 2) +	Uses
6 8	□ +2			PATH ABILITIES	Today
10	□ +2 COS CAR		_	PATH ABILITIES	*
s SURGE			Rango 1		
	Spend one use of mythic power to add to any d20 $\hfill\Box$ d6				
2	□ d8		2		
7	□ d10				
10	□ d12				
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	AMAZING INITIATIVE		3 -		
	INITIATIVE Rango BONUS Mitico				
Rango	=		4		
2	Spend one use of mythic power to take an additional				
	standard action	ries	5 -		
*	RECUPERATION	BILI			
Rango	Spend one use of mythic power to regain half your	PATH ABILITIES	6 -		
	maximum hit points and use of any limited daily abilities	PA	0		
X	MYTHIC SAVING THROWS				
Rango	On a successful saving throw against a non-mythic effect, suffer no effects.		7		
5	Saving throws against mythic effects are unaffected.				
1	FORCE OF WILL		8 -		
	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.				
	INARRESTABILE		9 -		
	d one use of mythic power to end any one of:				
	• Bleed • Blind • Confused		10		
	CoweringDazedDeafenedEntangledExhasted		10 -		
8	• Fascinated • Fatigued • Frightened				
	NauseatedPanickedParalysedShakenSickenedStaggered		-		
	• 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				
9	daily abilities. This does not apply if you were killed by a coup-de-grace				
	or critical hit by a mythic enemy, or an epic weapon.		-		
	Can only be permanently killed by a coup-de-grace or		Rango		
10	critical hit with an artefact.		1		
Rango	LEGENDARY HERO				
10	Regain one use of mythic power per hour.		3		
,	SUPREME TRICKSTER	MYTHIC FEATS			
Rango 10	Whenever you attack a non-mythic enemy, they are treated as flat-flooted, even if they have enemies to preven it. Once per round, when you roll a natural 20 on an opposed		5 -		
			,		
	skill check against a mythic enemy, regain one use of mythic power.	MY			
~			7		
			9 -		