TRICKSTER Rango Mitico			TRICKSTER ATTACK	*
HARD TO KILL	· · · · · · · · · · · · · · · · · · ·			
Quando a meno di Opf, stabilizza sempre senza dover	fare un tiro sulla d	costituzione (i danni d	la sanguinamento si applicano ugualmente).	
Don't die until negative hp equals double your constitu	ution score.			
r Punti Abilità				
Rango Bonus to ability scores	P	OWER	Rango Fytes	*
2		l GIORNO	Mitico Extra	
	SAG	= 3 +	(× 2)+	Today
8 □ +2 COS	CAR		PATH ABILITIES	7
10 □ +2		Rango		
Rango Spend one use of mythic power to add to any o	d20	1		
2 □ d6				
4 □ d8 7 □ d10		2		
10 □ d12				
AMAZING INITIATIVE	*	3 ———		
BONUS Rango BONUS Mitico				
Rango =		4 ———		
Spend one use of mythic power to take an add	itional			
standard action	your ly abilities	5 ———		
RECUPERATION Recover all hit points with 8 hours rest				
Spend one use of mythic power to regain half your		6 ———		
maximum hit points and use of any limited daily abilities MYTHIC SAVING THROWS		5		
Rango On a successful saving throw against a non-mythic		7 ———		
friends of the state of the sta				
FORCE OF WILL		8 ———		
Rango Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.				
INARRESTABILE		0		
Spend one use of mythic power to end any one	e of:	9		
 Bleed Blind Confuse Dazed Dazzled 		10		
Rango · Deafened · Entangled · Exhaste	d	10 ———		
8 • Fascinated Affaticato • Frighter • Nauseated • Panicked • Paralysi				
 Shaken Sickened Stagger 				
Confuso IMMORTAL	<u>, </u>			
If you are killed return to life 24 hours later, re				
Rango the condition of your body. You do not regain a daily abilities.	any limited			
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 10 critical hit with an artefact.		Rango		
LEGENDARY HERO		1		
Rango Regain one use of mythic power per hour.		3 —		
SUPREME TRICKSTER		CIA		
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 skill check against a mythic enemy, regain one use of mythic power.		5 — 5		
		7 ——		
		9 ———		