

# CHAMPION

Rango  
Mitico

## HARD TO KILL

Quando a meno di 0pf, stabilizza sempre senza dover fare un tiro sulla costituzione (i danni da sanguinamento si applicano ugualmente).

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

## SURGE

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

1 ☐ d6

4 ☐ d8

7 ☐ d10

10 ☐ d12

## Punti Abilità

Rango Bonus to ability scores

2 <input type="checkbox"/> +2	FOR	INT
4 <input type="checkbox"/> +2	DES	SAG
6 <input type="checkbox"/> +2	COS	CAR
8 <input type="checkbox"/> +2		
10 <input type="checkbox"/> +2		

## AMAZING INITIATIVE

**BONUS INIZIATIVA** 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.

## FORZA DI VOLONTA'

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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## INARRESTABILE

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

• Sanguinamento	• Accecato	• Confuso
• Cowering	• Dazed	• Dazzled
• Assordato	• Entangled	• Exhausted
• Fascinated	• Affaticato	• Frightened
• Nauseato	• Panicked	• Paralizzato
• 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.

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## LEGENDARY HERO

Rango Regain one use of mythic power per hour.

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## LEGENDARY CHAMPION

Rango When an attack against a non-mythic creature misses, you may reroll once.

10 Once per round, if your roll a natural 20, regain one use of mythic power.

## CHAMPION'S STRIKE

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## MYTHIC POWER

**POWER al GIORNO** Rango Mitico Extra

= 3 + ( \_\_\_\_\_ × 2 ) + \_\_\_\_\_

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

## PATH ABILITIES

Rango

1 \_\_\_\_\_

2 \_\_\_\_\_

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PATH ABILITIES

MYTHIC FEATS