	TRICKSTER Rango Mitico				TRI	CKSTER ATTAC	К	
	1	Γ						
Ouand	HARD TO KILL  o a meno di Opf, stabilizza sempre senza dover fare un tiro su	III co	stituzione (i d	anni da sanguinamen	to si ann	licano ugualmente)		-1
		-						-
Don't o	lie until negative hp equals double your constitution score.  SURGE	_						
	Spend one use of mythic power to add to any d20	•			M	IYTHIC POWER		<b>I</b>
1	□ d6		WER GIORNO	Rango Mitico		Extra		
4	□ d8		=	3+( x	2)+			
7 10	□ d10 □ d12	H		· · · · · · · · · · · · · · · · · · ·	, D	ATH ABILITIES	Today 🗆	
×	Punti Abilità		Rango			AIII ADILIIILO		
	Bonus to ability scores		1					
2 4	□ +2 <b>FOR INT</b> □ +2							
6	□ +2 <b>DES SAG</b>		2					
8	□ +2							
10	AMAZING INITIATIVE		3 —					
	BONUS Rango							
Rango	INIZIATIVA Mitico		4 —					
2			7					
	Spend one use of mythic power to take an additional standard action	ES	_					
N.	RECUPERATION	PATH ABILITIES	5 —					
Rango	Recover all hit points with 8 hours rest	HAB						
3	Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	PATI	6 —					
×	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.							
FORZA DI VOLONTA'			8 —					
Rango 6	Spend one use of mythic power to reroll any d20, or force a foe to reroll, even after the result is revealed.							
	INARRESTABILE		9 —					
	Spend one use of mythic power to end any one of:							
	<ul> <li>Sanguinamento · Accecato · Confuso</li> <li>Cowering · Dazed · Dazzled</li> </ul>		10 —					
Rango	Assordato     Entangled     Exhasted		10					
8	<ul> <li>Fascinated Affaticato</li> <li>Nauseato</li> <li>Panicked</li> <li>Paralizzato</li> </ul>							
	• Shaken • Sickened • Staggered Confuso							
<b>X</b>	IMMORTAL							
	If you are killed return to life 24 hours later, regardless of							
Rango 9	the condition of your body. You do not regain any limited 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.							
Rango	Can only be permanently killed by a coup-de-grace or							
10	critical hit with an artefact.		Rango					
Ĭ,	LEGENDARY HERO		_					
Rango 10	Regain one use of mythic power per hour.		3 —					
N	SUPREME TRICKSTER	TS						
Rango <b>10</b>	Whenever you attack a non-mythic enemy, they are treated	MYTHIC FEATS						
	as flat-flooted, even if they have abilities to prevent 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 —					