	HIEROPHANT Rango Mitigo	`			D	IVINE SURGE	<i>x</i>
\ \	Witted						
	HARD TO KILL o a meno di Opf, stabilizza sempre senza dover fare un tiro sul	li co	stituzione (i da	nni da sanguinamei	nto si appl	icano ugualmente).	
		-					
Don't d	lie until negative hp equals double your constitution score. SURGE	1					
	Spend one use of mythic power to add to any d20	,			M	YTHIC POWER	x (
1	□ d6		WER GIORNO	Rango Mitico		Extra	
4	□ d8		= -	3+(x	2)+		Uses DDD DDD DDD Today
7 10	□ d10 □ d12					TH ABILITIES	Today DD DD DD
7	Punti Abilità		Dange		I F	ATH ADILITIES	<u></u>
Rango	Bonus to ability scores		Rango				
2	□ +2 FOR INT □ +2						
6	DES SAG		2				
8	□ +2 COS CAR						
10	□ +2		3 ——				
*	AMAZING INITIATIVE FOR Rango		,				
	INIZIATIVA Mitico						
Rango 2	=		4 ——				
	Spend one use of mythic power to take an additional standard action	S					
×	RECUPERATION	PATH ABILITIES	5 —				
	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			6 —				
``	MYTHIC SAVING THROWS	P/					
	On a successful saving throw against a non-mythic		7 ——				
Rango 5	effect, suffer no effects.		,				
Saving throws against mythic effects are unaffected. FORZA DI VOLONTA'			0				
Rango Spend one use of mythic power to reroll any d20, or			8 ——				
6 force a foe to reroll, even after the result is revealed.							
×	INARRESTABILE		9 —				
	Spend one use of mythic power to end any one of: • Sanguinamento • Accecato • Confuso						
Rango 8	· Cowering · Dazzled		10				
	Assordato Entangled Exhasted Fascinated Affaticato Frightened						
	Nauseato Panicked Paralizzato						
	• Shaken • Sickened • Staggered Confuso						
×	IMMORTAL *						
Dango	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.						
Rango	Can only be permanently killed by a coup-de-grace or						
10	critical hit with an artefact.		Rango				
×	LEGENDARY HERO						
Rango 10	Regain one use of mythic power per hour.		3 ——				
H	DIVINE VESSEL	TS					
Rango	When you cast a spell targeting non-mythic creatures,	MYTHIC FEATS	-				
	ne target must make any saving throws twice and take ne lower result.		5 ——				
	When healed using a spell or effect, you are healed the maximum possible amount.	MY					
	Gain damage resistance 10/epic		7				
	Once a round, when you take more than 20 hp actual damage, regain one use of mythic power.						
~	admage, regain one use of mythic power.		9 —				