	MARSHAL Rango Mitico	`			MARSHAL'S ORDER	· · · · · · · · · · · · · · · · · · ·
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	HARD TO KILL					
	a meno di Opf, stabilizza sempre senza dover fare un tiro sul	la co	stituzione ((i danni da sanguinamento s	si applicano ugualmente).	
Don't d	ie until negative hp equals double your constitution score.					
×	SURGE	5			MVTHC DOWER	
	Spend one use of mythic power to add to any d20	PO	WER	Rango	MYTHIC POWER Extra	,
1 4	□ d6 □ d8	al	GIORNO	Mitico	`	Uses
*	□ d10	L		= 3 + (× 2	<i>)</i> +	Today
10	□ d12 Punti Abilità	*			PATH ABILITIES	x (
	Bonus to ability scores		Rango			
2	□ +2 FOR INT					
4 6	□ +2 □ +2 ■ DES SAG		2			
8	□ +2 COS CAR					
10	AMAZING INITIATIVE		3 —			
	BONUS Rango					
Rango	INIZIATIVA Mitico		4 —			
2	Spend one use of mythic power to take an additional					
	standard action	LIES	5 —			
×	RECUPERATION	BILL				
naliyo	Recover all hit points with 8 hours rest Spend one use of mythic power to regain half your	PATH ABILITIES	6 —			
	maximum hit points and use of any limited daily abilities	PA				
	MYTHIC SAVING THROWS On a successful saving throw against a non-mythic		7 —			
naliyu 5	effect, suffer no effects. Saving throws against mythic effects are unaffected.					
1	FORZA DI VOLONTA'		0			
Rango	Spend one use of mythic power to reroll any d20, or		0			
6	force a foe to reroll, even after the result is revealed. INARRESTABILE					
	Spend one use of mythic power to end any one of:		9 —			
	Sanguinamento		10			
	CoweringDazedDazzledAssordatoEntangledExhasted		10 —			
8	 Fascinated Affaticato Nauseato Panicked Paralizzato 					
	• Shaken • Sickened • Staggered Confuso					
\ \	IMMORTAL					
Dongo	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. LEGENDARY HERO		1			
Rango						
10	Regain one use of mythic power per hour.	S	3 —			
*	VISIONARY COMMANDER When you are an ally within 30ft rolls initiative, roll twice	MYTHIC FEATS				
	and take either result.	HIC F	5 —			
10	In a surprise round, you and allies within 30ft can take a full round action instead of just a standard action.	MYT				
	Once per round, when you or an ally within 30ft scores a critical hit, regain one use of mythic power.		7 —			
~						
			9 —			