HIEROPHANT Mitico HARD TO KILL Quando a meno di Opf, 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	
Quando a meno di Opf, 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	
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Rango Spend one use of mythic power to add to any d20 1	
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1 d6 POWER al GIORNO Mitico Extra 4 d8 3 + (× 2) + Uses Olday Olday 10 d12 PATH ABILITIES Rango Bonus to ability scores 1	
4	
7 d10 10 d12 PATH ABILITIES Rango Bonus to ability scores Rango Bonus to ability scores	
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Rango Bonus to ability scores 1	*
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AMAZING INITIATIVE 3	
BONUS Rango	
BONUS Mitico	
Rango 2 = 4	
Spend one use of mythic power to take an additional	
Rango Recover all hit points with 8 hours rest Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities	
RECOPERATION 7 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
Rango Spend one use of mythic power to regain half your movinum bit points and use of any limited dolly shillities	
MYTHIC SAVING THROWS	
Rango On a successful saving throw against a non-mythic effect, suffer no effects.	
Saving throws against mythic effects are unaffected.	
FORZA DI VOLONTA'	
Rango Spend one use of mythic power to reroll any d20, or	
6 force a foe to reroll, even after the result is revealed. INARRESTABILE	
Spend one use of mythic power to end any one of:	
• Sanguinamento • Accecato • Confuso	
Cowering Dazed Dazele 10 . Financial	
Rango · Assordato · Entangled · Exhasted 8 · Fascinated Affaticato · Frightened	
Nauseato Panicked Paralizzato	
• Shaken • Sickened • Staggered Confuso	
IMMORTAL	
If you are killed return to life 24 hours later, regardless of	
Rango 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 critical hit with an artefact. Rango	
LEGENDARY HERO 1	
Rango Regain one use of mythic power per hour.	
3	
DIVINE VESSEL SE	
When you cast a spell targeting non-mythic creatures, the target must make any saving throws twice and take the lower result. Rango When healed using a spell or effect, you are healed the	
Rango When healed using a spell or effect, you are healed the	
maximum possible amount. Gain damage resistance 10/epic	
Once a round, when you take more than 20 hp actual	
damage, regain one use of mythic power.	