

ARCHMAGE

Rango
Mitico

DURO A MORIRE

When below 0hp, always stabilise without needing to make a constitution check (though bleed damage still counts).

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

+ 3 pf

Bonus hit points
per tier

SURGE

Spend one use of mythic power to add

Rango to any d20

1 ☐ d6

4 ☐ d8

Punti Abilità

Bonus to
Rango ability scores

2 ☐ +2

4 ☐ +2

FOR

INT

DES

SAG

COS

CAR

INIZIATIVA INCREDBILE

BONUS
INIZIATIVA

Rango
Mitico

Rango
2

=

Spend one use of mythic power to take an additional standard action

RECUPERATION

Recover all hit points with 8 hours rest

Rango Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

MYTHIC SAVING THROWS

On a successful saving throw against a non-mythic effect, suffer no effects.

5 Saving throws against mythic effects are unaffected.

ARCHMAGE ARCANA

MYTHIC POWER

POWER
al GIORNO

Rango
Mitico

Extra

Usi
Oggi

= 3 + (× 2) + ☐☐☐☐
☐☐☐☐

PATH ABILITIES

Rango

1

2

3

4

5

Rango

1

3

5

TALENTI MITICI