ARCHMAGE

D	7	-
Rango	1	
3	1	
Mitico	1	

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.

	_	m t	Bonus hit points
+ ,	3		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 \Box +2

4 \Box +2

INIZIATIVA INCREDIBILE

	BONUS	Rango
	INIZIATIVA	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 all your maximum hit points and use of any limited daily abilities

MYTHIC SAVING THROWS

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

5 Saving throws against mythic effects are unaffected.

	`		ARCHMAGE ARCANA	,
1	_			
	`		MYTHIC POWER	*
	POWER al GIORNO			Usi Oggi
			= 3 + (× 2) +	
1	*		PATH ABILITIES	*
		Rango		
1	ES	2 _		
	ILITI			
	PATH ABILITIES	3 -		
	PA	4 -		
		5 -		
		_		
		_		
	П	Rango_		
	IITIC			
	ALENTI MITICI	3 -		
	4			