

ARCHMAGE

Rango
Mitico

DURO A MORIRE

Quando a meno di 0pf, stabilizza sempre senza dover fare un tiro sulla

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

+ 3 pf

Bonus hit points
per tier

SURGE

Rango Spend one use of mythic power to add to any d20

1 ☐ d6

4 ☐ d8

7 ☐ d10

10 ☐ d12

Punti Abilità

Rango Bonus ai punti abilità

2 ☐ +2

4 ☐ +2

6 ☐ +2

8 ☐ +2

10 ☐ +2

FOR

INT

DES

SAG

COS

CAR

INIZIATIVA INCREDBILE

BONUS
INIZIATIVA

Rango
Mitico

Rango =

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

RECUPERATION

Rango 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

MYTHIC SAVING THROWS

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

5 Saving throws against mythic effects are unaffected.

FORZA DI VOLONTA'

Rango Spend one use of mythic power to reroll any d20, or
force a foe to reroll, even after the result is revealed.

6

INARRESTABILE

Spend one use of mythic power to end any one of:

- Sanguinamento
- Accecato
- Confuso
- Cowering
- Dazed
- Dazzled
- Assordato
- Entangled
- Exhausted
- Fascinated
- Affaticato
- Frightened
- Nauseato
- Panicked
- Paralizzato
- Shaken
- Sickened
- Staggered

Confuso

IMMORTALE

Rango If you are killed return to life 24 hours later, regardless of
the condition of your body. You do not regain any limited
daily abilities.

9

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.

10

LEGENDARY HERO

Rango Regain one use of mythic power per hour.

10

TRUE ARCHMAGE

Rango When you cast a spell targeting non-mythic creatures,
the target must make any saving throws twice and take
the lower result.

10

Gain spell resistance 15 + your highest caster level.
Once per round, when this spell resistance protects you
from a mythic enemy, regain one use of mythic power.

ARCHMAGE ARCANA

costituzione (i danni da sanguinamento si applicano ugualmente).

MYTHIC POWER

POWER
al GIORNO

Rango
Mitico

Extra

$$\boxed{} = 3 + (\times 2) + $$

Usi Oggi ☐☐☐ ☐☐☐ ☐☐☐

PATH ABILITIES

Rango

1

2

3

4

5

6

7

8

9

10

PATH ABILITIES

TALENTI MITICI

Rango

1

3

5

7

9