

# ARCHMAGE

Rango  
Mitico

## HARD TO KILL

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

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 ☐ d6  
4 ☐ d8  
7 ☐ d10  
10 ☐ d12

## Punti Abilità

Rango Bonus to ability scores

- 2 ☐ +2  
4 ☐ +2  
6 ☐ +2  
8 ☐ +2  
10 ☐ +2

FOR INT  
DES SAG  
COS CAR

## AMAZING INITIATIVE

BONUS  
BONUS

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

Rango  
8

Confuso

## IMMORTAL

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

= 3 + (  × 2 ) +

Uses Today ☐☐☐ ☐☐☐ ☐☐☐

## PATH ABILITIES

Rango

- 1

- 2

- 3

- 4

- 5

- 6

- 7

- 8

- 9

- 10

PATH ABILITIES

MYTHIC FEATS

Rango

- 1

- 3

- 5

- 7

- 9