

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
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.

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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

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.

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LEGENDARY HERO

Rango Regain one use of mythic power per hour.

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TRUE ARCHMAGE

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

Rango

- 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

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

Uses Today

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PATH ABILITIES

Rango

1 _____

2 _____

3 _____

4 _____

5 _____

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7 _____

8 _____

9 _____

10 _____

PATH ABILITIES

MYTHIC FEATS

Rango

1 _____

3 _____

5 _____

7 _____

9 _____