

# ARCHMAGE

Mythic  
Tier

## DURO DE MATAR

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 pv

Bonus hit points  
per tier

## SURGE

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

1 ☐ d6

4 ☐ d8

## ABILITY SCORE

Nível Bonus to  
ability scores

2 ☐ +2

4 ☐ +2

FOR

INT

DES

SAB

CON

CAR

## AMAZING INITIATIVE

INICIATIVA  
BÔNUS

Mythic  
Tier

Nível  
2  =

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

## RECUPERAÇÃO

Recover all hit points with 8 hours rest

Nível  
3 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.

## ARCHMAGO ARCANO

## MYTHIC POWER

POWER  
PER DAY

Mythic  
Tier

Extra

Uses  
Today

= 3 + (  × 2 ) +  ☐☐☐☐  
☐☐☐☐  
☐☐☐☐

## PATH ABILITIES

Nível

1

2

3

4

5

PATH ABILITIES

Nível

1

3

5

MYTHIC FEATS