

ARCHMAGE

Tier
Mítico

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 pg Bonus hit points per tier

SURGE

Spend one use of mythic power to add to any d20
Tier 1 ☐ d6
4 ☐ d8

ABILITY SCORE

Bonus to ability scores
Tier 2 ☐ +2
4 ☐ +2

FUE INT
DES SAB
CON CAR

INICIATIVA ASOMBROSA

BONUS INICIATIVA Tier Mítico
Tier 2 =

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

RECUPERATION

Recobra todos los puntos de golpe con descanso durante 8 horas
Tier 3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

PRUEBAS SALVACIÓN MÍTICAS

On a successful saving throw against a non-mythic effect, suffer no effects.
Tier 5 Saving throws against mythic effects are unaffected.

ARCHMAGE ARCANA

Poderes Míticos

PODER POR DIA Tier Mítico Extra Usos Hoy
 = 3 + (× 2) +
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PATH ABILITIES

Tier 1
2
3
4
5

PATH ABILITIES

Tier 1
3
5

DOTES MÍTICAS