

ARCHMAGE

Mythic
Tier

HARD TO KILL

When below 0hp, always stabilize without needing to make a constitution check (though bleed damage still counts).

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

+ 3 hp

Bonus hit points
per tier

SURGE

Spend one use of mythic power to add to any d20

Tier
1 ☐ d6
4 ☐ d8

ABILITY SCORE

Tier
2 ☐ +2
4 ☐ +2

Bonus to
ability scores

STR

INT

DEX

WIS

CON

CHA

AMAZING INITIATIVE

INITIATIVE
BONUS

Mythic
Tier

Tier
2 =

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

RECUPERATION

Recover all hit points with 8 hours rest

Tier
3 Spend one use of mythic power to regain half your maximum hit points and use of any limited daily abilities

MYTHIC SAVING THROWS

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

Saving throws against mythic effects are unaffected.

ARCHMAGE ARCANA

MYTHIC POWER

POWER
PER DAY

Mythic
Tier

Extra

Uses
Today

= 3 + (× 2) + ☐☐☐☐
☐☐☐☐☐☐☐☐

PATH ABILITIES

Tier
1

2

3

4

5

Tier
1

3

5

PATH ABILITIES

MYTHIC FEATS

