

ARCHMAGE

Tier
Mythique

DUR A TUER

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

Grade to any d20

1 ☐ d6

4 ☐ d8

SCORE DE CARACTERISTIQUE

Grade Bonus to
ability scores

2 ☐ +2

4 ☐ +2

FOR

INT

DEX

SAG

CON

CHA

AMAZING INITIATIVE

INITIATIVE
BONUS

Tier
Mythique

Grade =

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

RECUPERATION

Récupérez tous vos points de vie après 8h de repos

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

ETS DE SAUVEGARDE MYTHIQUE

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

5 Saving throws against mythic effects
are unaffected.

ARCHMAGE ARCANA

POUVOIR MYTHIQUE

POUVOIR
PAR JOUR

Tier
Mythique

Extra

Utilisation
Aujourd'hui

= 3 + (× 2) +

COMPETENCES DE VOIE

Grade

1

2

3

4

5

COMPETENCES DE VOIE

Grade

1

3

5

DONS MYTHIQUES

