

# 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

2

=

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

## RECUPERATION

Récupérez tous vos points de vie après 8h de repos

Grade

3

Spend one use of mythic power to regain 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

5

Grade

1

3

5

DONS MYTHIQUES

