

# ARCHMAGE

Mystiker  
Stufe

## HARD TO KILL

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 TP** Bonus hit points  
per tier

## SURGE

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

**1** ☐ W6  
**4** ☐ W8

## ATTRIBUTSWERT

Bonus to  
Rang ability scores

**2** ☐ +2  
**4** ☐ +2

**ST** **IN**  
**GE** **WE**  
**KO** **CH**

## AMAZING INITIATIVE

**INITIATIVE  
BONUS**

Mystiker  
Stufe

Rang **2**  =

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

## RECUPERATION

Erhalte alle Trefferpunkte nach acht Stunden Ausruhen zurück

Rang **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.

## ARCHMAGE ARCANA

## MYTHIC POWER

**MACHT  
PRO TAG**

Mystiker  
Stufe

Extra

Nutzungen  
Heute

= 3 + (  × 2 ) +

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☐☐☐☐  
☐☐☐☐

## PFADFÄHIGKEITEN

Rang **1**

**2**

**3**

**4**

**5**

Rang **1**

**3**

**5**

MYTHIC FEATS

